abstract culture:

digital
HYPERSTITION

digital

HYPERSTITION
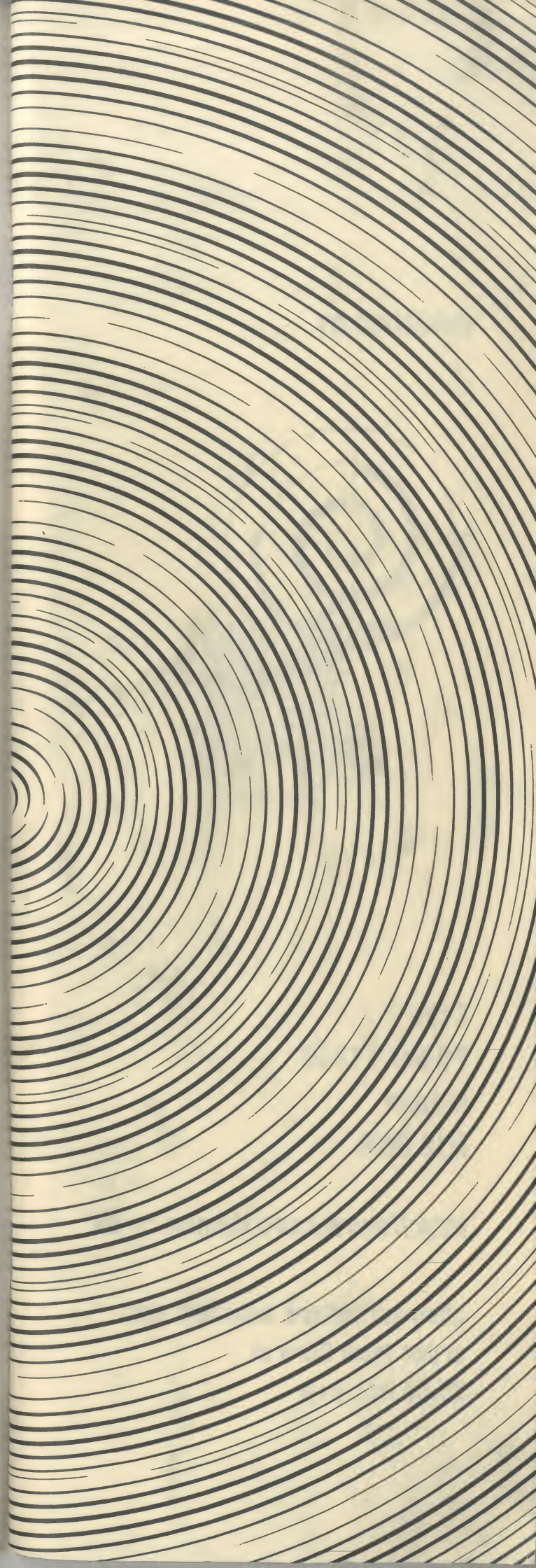
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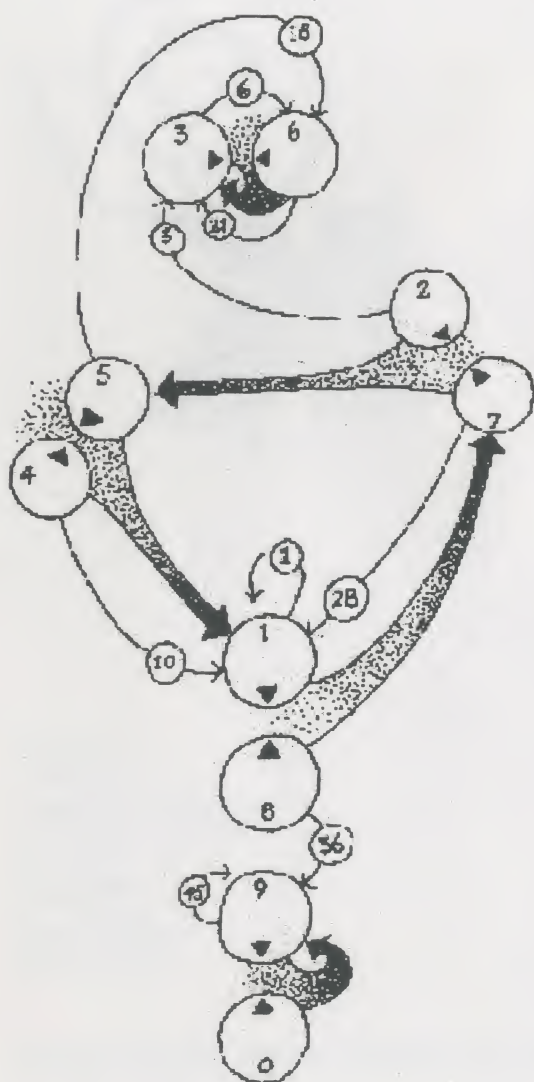
KONTENTS

BARKER SPEAKS:
THE CCRU INTERVIEW WITH
PROFESSOR D C BARKER.

Daniel Charles Barker has been Professor of Anorganic Semiotics at Kingsport College (MVU, Mass.) since 1992. His extraordinary intellectual achievements resist easy summarization, involving profound and polymathic engagement across the entire range of life and earth sciences, in addition to archaeocultural research, mathematical semiotics, anatomical linguistics, and informatic engineering. Trained as a cryptographer in the early 1970s, he has spent his life decoding ancient scripts, quasibiotic residues, and anomalous mineral patterns (amongst other things). In late Autumn 1998 Ccru met with Professor Barker in his office at MVU. The following is an edited transcript of that meeting.

Tic-Systems. Cryptography has been my guiding thread, right through. What is geotraumatics about, even now? - A rigorous practice of decoding. So I haven't really shifted at all in this respect. There is a voyage, but a strangely immobile one.

I started out at MIT working in the information sciences - my thesis proposal was quite conservative, involving mostly technical issues to do with noise reduction and signal modulation - but MVU was just getting started, and my research was transferred across to them. That led to various contacts, and from there to employment with a NASA-related organization that has particular interests connected to SETI activity. My task was to help toughen-up the theoretical basis of their signals analysis. They wanted to know how to discriminate - in principle - between intelligent communication and complex pattern derived from nonintelligent sources. To cut a long story short, it became increasingly obvious to me that although they said they were hunting for intelligence, what they were really seeking was organization. The whole program was fundamentally misguided. Various people had big problems with the direction of my research, which had basically veered-off the organizational model. The social friction became intolerable and I had to leave, which was messy because of my high-level security clearance ...

Suborganizational pattern is where things really happen. When you strip-out all the sedimented redundancy from the side of the investigation itself -

the assumption of intentionality, subjectivity, interpretability, structure, etc - what remains are assemblies of functionally interconnected microstimulus, or tic-systems: coincidental information deposits, seismocryptions, suborganic quasireplicators (bacterial circuitries, polypoid diagonalizations, interphase R-Virus, Echo-DNA, ionizing nanopopulations), plus the macromachineries of their suppression, or depotentiation. Prevailing signaletics and information-science are both insufficiently abstract and over-theoretical in this regard. They cannot see the machine for the apparatus, or the singularity for the model. So tic-systems require an approach that is cosmic-abstract - hypermaterialist - and also participative, methods that do not interpret assemblies as concretizations of prior theories, and immanent models that transmute themselves at the level of the signals they process. Tic-systems are entirely intractable to subject/object segregation, or to rigid disciplinary typologies. There is no order of nature, no epistemology or scientific metaposition, and no unique level of intelligence. To advance in this area, which is the cosmos, requires new cultures or - what amounts to the same - new machines.

The problem was: how to quantify disorganized multiplicities? Diagonal, irregular, molecular, and nonmetric quantities require a scale that is itself nonmetric, that escapes overcoding. Standard procedures of measurement and classification prove entirely inadequate, since they presuppose rigid conceptual segmentation by quantity and quality (Deleuze-Guattari's twin-pincers of molarity, type and degree). Once things are being worked out at the level of tic-assemblies - or flat ticking arrays - there are only intensive populations, and measurement has to give way to engineering fusional multiplicities: systems that count themselves only in the way they propagate, immanently numbering multitudes, like nanoplastic quantum swirls. Eventually a machinic solution was provided by the Tick-Distributor, but that came later ... At first there was just the equation, precipitated in what I still thought to be my own body, virtual tic-density = geotraumatic tension.

Geotraumatics. I came to Freud relatively late, associating it with oedipal reductionism, and more generally with a psychologistic stance that was simply irrelevant to cryptographic work. It's important to remark here - no doubt we'll get back to this - that everything productive in signals analysis stems from stripping out superfluous

prejudices about the source and meaning of complex functional patterns. I took - and still take - the vigorous repudiation of hermeneutics to be the key to theoretical advance in processing sign-systems. It was EchidnaStillwell who helped me to see Freud from the other side. It was a difficult period for me. There had been a lot of painful fall-out from the Nasa work. Psychotherapists were involved, in part attempting topathologize and discredit my research, and in part responding to real stress-related symptoms. Between the two was a grey zone of traumatic dysfunction and paranoia involving difficult feedback effectsStillwell persuaded me that the only way to get through this was to try and make sense of it, and that this was not the same as submitting to the interpretative mode. On the contrary. In Beyond the Pleasure Principle, Freud takes a number of crucial initial steps towards mapping theGeocosmic Unconscious as a traumaticmegasystem, with life and thought dynamically quantized in terms ofanorganic tension, elasticity, or machiniqplexion. This requires the anorganizational-materialistretuning of an entire vocabulary: trauma, unconscious, drive, association, (screen-) memory, condensation, regression, displacement, complex, repression, disavowal (e.g. theun- prefix), identity, and person.

Deleuze and Guattari ask: Who does the Earth think it is? It's a matter of consistency. Start with the scientific story, which goes like this: between four point five and four billion years ago - during the Hadean epoch - the earth was kept in a state of superheated molten slag, through the conversion of planetesimal and meteoritic impacts into temperature increase (kinetic tothermic energy). As the solar-system condensed the rate and magnitude of collisions steadily declined, and the terrestrial surface cooled, due to the radiation of heat into space, reinforced by the beginnings of the hydrocycle. During the ensuing -Archaen - epoch the molten core was buried within acrustal shell, producing an insulated reservoir of primal exogeneous trauma, thegeocosmic motor of terrestrial transmutation. And that's it. That's plutonics, or neoplutonism. It's all there:anorganic memory, plutonic looping of external collisions into interior content, impersonal trauma as drive-mechanism. The descent into the body of the earth corresponds to a regression throughgeocosmic time.

Trauma is a body. Ultimately - at its pole of maximum disequilibrium - it's an iron thing. At MVU they call it Cthelll: the interior third of terrestrial

mass, semifluid metallic ocean,megamolecule, and pressure-cooker beyond imagination. It's hotter than the surface off the sun down there, three thousand clicks below the crust, and all that thermic energy is sheer impersonalnonsubjective memory of the outside, running the plate-tectonic machinery of the planet via the conductive and convective dynamics of silicate magma flux, bathing the whole system inelectomagnetic fields as it tidally pulses to the orbit of the moon.Cthelll is the terrestrial inner nightmare, nocturnal ocean, Xanadu: the anorganic metal-body trauma-howl of the earth, cross-hatched by intensities, traversed by thermic waves and currents, deranged particles, ionic strippings andgluttings, gravitational deep-sensitivitiestransduced intononlocal electromesh, and feedingvulcanism ... that's whyplutonic science slides continuously into schizophrenic delirium.

Fast forward seismology and you hear the earth scream. Geotrauma is an ongoing process, whose tension is continually expressed - partially frozen - in biological organization. For instance, the peculiarly locked-up lifeforms we tend to see as typical - those more-or-less obedient todarwinian selection mechanics - are less than six hundred million years old. They began with the planetary oxygenization crisis, triggered by the saturation of crustal iron, followed by mass oxygen-poisoning of the prokaryoticbiosystem and the emergence of a eukaryotic regime.Eukaryotic cells are highly suppressive. They implement a nuclear command-control model based ongenomic ROM, affined to meiosis-mitosisdiplocapture, hierarchical organization, andmulticellularspecialization. Even the distinction betweenontogeny and phylogeny - distinct time-orders of the individual and the species - makes little sense withouteukaryotic nuclear read-only programming andimmunological identity. Evolutionism presupposes specific geotraumatic outcomes.

To take a more recent example, the efflorescence of mammalian life occurs in the wake of the K/T-Missile, which combined with massive magma-plume activity in the Indian Ocean to shut-down the Mesozoic Era, sixty-five million years ago. Irruptive vulcanism plus extraterrestrial impact, linked by coincidence, or plutonic looping. So there is a catastrophic transition to a post-saurianmegafauna regime, part of a much larger overallreorganization of terrestrialsymptomaticity, providing an index of neohadean resurgence. And what is mammalian life relative to the greatsaurians? Above all, an

innovation in mothering! Suckling asbiosurvivalism. Tell me about your mother and you're travelling back to K/T, not into the personal unconscious.

Spinal-Catastrophism. For humans there is the particular crisis of bipedal erect posture to be processed. I was increasingly aware that all my real problems were modalities of back-pain, or phylogenetic spinal injury, which took me back to the calamitous consequences of theprecambrian explosion, roughly five hundred million years ago. The ensuing period is incrementally body-mapped by metazoan organization. Obviously there are discrete quasi-coherentneuromotor tic-flux patterns, whose incrementally rigidified stages are swimming, crawling, and (bipedal) walking. Elaine Morgan persuasively traces the origin of protohuman bipedalism to certain deleterious plate-tectonic shifts. The model isbioseismic. Crustal convulsions and animal body-plan are rigorously interconnected, and the entire Aquatic Ape Theory constitutes an exemplarygeotraumatic analysis. Erect posture andperpendicularization of the skull is a frozen calamity, associated with a long list of pathological consequences, amongst which should be included most of the human psychoneuroses. Numerous trends in contemporary culture attest to an attempted recovery of the icthyophidian- orflexomotile-spine: horizontal and impulsive rather than vertical and stress-bearing.

The issue here - as always - is real and effective regression. It is not a matter of representational psychology. ConsiderHaeckel's widely discredited Recapitulation Thesis, the claim thatontogeny recapitulatesphylogeny. It is a theory compromised by its organicism, but its wholesale rejection was an overreaction. Ballard's response is more productive and balanced, treating DNA as atransorganic memory-bank and the spine as a fossil record, without rigid ontophylogenic correspondence. The mapping of spinal-levels ontoneuronic time is supple, episodic, and diagonalizing. It concerns plexion between blocks of machinic transition, not strict isomorphic - orstratic redundancy - between scales of chronological order. Mammal DNA contains latent fish-code (amongst many other things).

Palate-Tectonics. Due to erect posture the head has been twisted around, shatteringvertebro-perceptual linearity and setting-up thephylogenetic preconditions for the face. This right-angled pneumatic-oral arrangement produces the vocal-apparatus as a crash-site, in which thoracic

impulses collide with the roof of the mouth. The bipedal head becomes a virtual speech-impediment, a sub-cranial pneumatic pile-up, discharged aslinguo-gestural development and cephalization take-off. Burroughs suggests that the protohuman ape was dragged through its body to expire upon its tongue. Its a twin-axial system, howls and clicks, reciprocally articulated as a vowel-consonant phonetic palette, rigidlyintersegmented to repress staccato-hiss continuous variation and its attendant becomings-animal. That's why stammerings, stutterings, vocal tics, extralingual phonetics, and electrodigital voice synthesis are so laden with biopolitical intensity - they threaten to bypass the anthropostructural head-smash that establishes our identity with logos, escaping in the direction of numbers.

Barker Numbering. Once numbers are no longer overcoded, and thus released from their metric function, they are freed for other things, and tend to become diagrammatic. From the beginning of my tic-systems work the most consistent problems have concerned intensive sequences. Sequence is not order. Order already supposes a doubling, a level of redundancy: the sequenced sequence. A decoded sequence is something else, a sheer numeracy prior to any insertion into chronologic structure. That's why decoding number implies an escape from assumptions of progressive time. Tick multitudes arrive in convergent waves, without subordination to chronology, history, or linear causation. They proceed by infolding, involution, or implex. It's a matter of convergence, and numbers do that, once they're free to. So the first stage required plexive introgression of the tic-density scale, which was numerically rigorized as digital twinning. Treat the decimal numerals as a set of 9-sum twins - zygonovize - and they map an abstract intensive wave, indifferent to magnitude. Everything efficient about digital reduction is concerned with this, since it discovers the key to decimal syzygetic complementarity: $9 = 0$. A flattening down to disordered sequentiality, or abstract numerical implex. Nine is the ultimate decimal numeral, operating as positive (or full-body) zero. It is the abstract numeric product of the decimal-magnitude minus one (infinitesimalized as $1 = 0.999...$ reiterating), which relates to a particular mode of proliferation within capitalist semiotics (of the type $99.99).

Barker-Spiral. The pattern really came together with the Diplozygotic Spiral, which arrived suddenly, by chance. I was playing a game of Decadence,

which I had first encountered many years before. This game already interested me because of its numerical elegance, its complex associations, and its dependence upon a principle of decimal twinning. It had always seemed to hint at a lost syzygetic arithmetism, related to the bilateral symmetry of the human body. Digits are fingers, and they come in decimal packages of two times five. In Decadence five makes ten by doubling, or pairing with itself, scoring zero. This antalized me, but I couldn't fit it together theoretically. The quandary was unlocked on this occasion, when one of the participants casually mentioned the existence of an occulted variation of the game, called Subdecadence, based on a system of nine-sum twinning. Subdecadence introduces zeroes, and nine-zero twins. It works by zygonovic numerism. That was stunning enough in itself, but seeing the two together - or seeing between them - was an incredible moment of diagrammatic assemblage. It all spontaneously condensed, and the Spiral clicked into coherence, like a secret door into the long-hidden crypt of the decimal system.

Publications.
AQuasi Chemical Tic Culture Catalysis of Anorganic Pain Wave Matrices@ (Plutonics: Volume X, Number 6, Fall 1990)
>Anorganic Semiotics= (Plutonics: Volume X, Number 9, Fall 1991)
>Spinal Catastrophism= (Plutonics: Volume X, Number 10, Spring 1992)
>Palate Tectonics= (Plutonics: Volume 10, Number 12, Fall 1992)
>Vowels: A Biopolitical Strategy= (Plutonics: Volume X, Number 18, Fall 1994)
What Counts as Human (Kingsport: Kingsport College Press, 1997)

Y 2 PANiK

On receiving an interrupt, decrement the counter to zero.
- William Gibson *Count Zero*

Millennial Mania reaches a certain peak in the "Jerusalem syndrome," which exhibits eschatourism as one element in the programmatic fulfillment of prophecy. Whilst TV evangelists in the USA are exhorting viewers to sell all possessions and flock to Jerusalem, and a papal blessing is promised to those visiting the holy-land at the beginning of the new millennium, the israeli tourist board, security forces, and the psychiatric profession are preparing for the arrival of up to thirteen million christian pilgrims. An abnormally high rate of psychotic disturbance is confidently anticipated, perhaps succeeded by episodes of mass suicide amongst disillusioned believers.

At Megiddo (the biblical Armegeddon) they are planning the ultimate sound and light show, involving frog-monsters, the greatest earthquake in history, and toxic hail from heaven (Rev-XVI:16). Such incendiary visions dove-tails neatly with existing regional tensions. In preparation for the millennium, various jewish and christian groups are plotting to demolish the El Aqsa mosque[1] and the Dome of the Rock. This is seen as the necessary prelude to rebuilding the third and final temple of Solomon, which would lay the mundane foundations for the New Jerusalem, and induce the coming of the Messiah (completion of Oecumenon).

Running counter to such enthusiasm is the fact that as an instrument of propaganda the gregorian calendar is intrinsically flawed. Apocalyptic hopes for AD 2000 systematically confuse millenarian expectations for Christ's thousand year reign (Rev-XX) with millenialist investment of neat calendric intervals. The midnight of December 31st 1999 does not coincide with a christian festival (christmas),[2] has no historically defensible

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[1] THIS WOULD INEVATABLY LEAD TO A MIDDLE EAST WAR AS THE EL AQSA MOSQUE IS THE 3RD MOST SACRED ISLAMIC SHRINE (AFTER MECCA AND MEDINA)

[2] ATTEMPTS TO LINK AD2000 WITH JESUS= BIRTH-DATE INVOLVES BLATENT HISTORICAL INNACURACY, WHICH CAN BE TRACED BACK TO DIONYSIUS EXIGUUS (LITTLE DENNIS), WHO BOTH INCORRECTLY DATED THE INCARNATION TO 753 AUC OF THE ROMAN CALENDAR, AND -

commemorative relevance, and does not (as gregorian year MM) even mark the beginning of a new millennium.[3]

Meanwhile, infotechnics is carried by Y2K into millennial spasms of its own, returning to 00 and digitally erasing the twentieth century (reducing data to MMbo-jumbo). Since Cyberspace dates are incapable of counting above 99 they have surreptitiously installed the first *intrinsically* apocalyptic calendar in history, unconsciously produced within a planetrary electronic registry, starting from Year Zero (= 00)[4] Y2K condenses out of the mechanomic unconscious and its nonarbitrary calcular functions, attesting to a raw decimal delirium indifferent to creed.

Post-tribulationist eschatology slides smoothly into Y2K survivalism, orienting its volatile mixture of stock piling, micro-militia activity technophobia and apocalyptic theology towards the self-fulfilling dynamics of millennial threat. Pre-emptive response produces reality (panic is creation). The more you know about it, the worse it looks.

It has always been integral to capitalist organization that science-fiction functions as a factor of production, relating it intimately to panic-phenomena. Y2K takes things to a new level, as a disaster that comes from the future, scheduled by accident, and thus precisely anticipated in time. If it proves effectively ineradicable it is because it is trickling back, from the self-confirming inevitability of its occurrence. Something is about to happen, and we know exactly when.

The contours of the expected calamity are being continuously upscaled in conformity with an interlocking technopanic syndrome, involving innumerable accidents, various network crashes

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LACKING A CONCEPTION OF ZERO - STARTED COUNTING FROM THE YEAR AD 1.

[3] A CALENDAR BASED ON ROMAN NUMERALS (LACKING A YEAR ZERO) POSTPONES THE FIRST YEAR OF ITS THIRD MILLENNIUM TO 2001. Y2K DEPENDS UPON THE USE OF HINDU-ARAB NOTATION TO DESIGNATE YEARS, WHICH HAS NO CONCEPTUAL BASIS IN OECUMENIC (GREGORIAN) CALENDRIC DOCTRINE.

[4] *CANNOT A REVOLUTION MAKE A CLEAN SWEEP OF ALL THIS OLD GARBAGE...PROCLAIM A NEW ERA AND...A NEW CALENDER WITH NO REFERENCE TO AD/BC.* - WILLIAM BURROUGHS INTERVIEW IN *RESEARCH #4-5.*

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and elements of medical overstretch, financial chaos[5], transport, telecommunication and power failures, food and water shortages, disruption of government services, hoarding, rioting, and terrorism.

A number of governments have openly expressed their willingness to oversee millennium celebrations in conditions approximating to martial law. Army and police leave is being cancelled, and emergency services prepared for exceptional conditions, including large-scale disruption of their own command, control, and communications systems, compounded by widespread equipment dysfunction.

In the West, large government and corporate bureaucracies are triaging their Y2K vulnerability: writing-off the most expendable sectors, accepting incalculable risk in others, and concentrating resources solely on the most critical areas (such as nuclear installations, strategic control, core information functions and financial records)[6]

Forecasting the pattern of Y2K devastation is complicated by its (artificial) nature, which explodes in spirals. As a highly chaotic singularity it is characterized by extreme sensitivity to microvariables, the absence of precedent, and anticipatory looping through its own potentials. It occurs in advance of itself, punctually switches to an unknown climate, and spreads contagiously through networks. Modelling it adds complexity and noise (which feed it). Though entirely semiotic, it already amounts to the most expensive accident in history (whatever happens). $3.6 trillion and counting.

Y2K produces a traumatic mutation in the information economy, involving an explosion of IT

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[5] Y2K COINCIDES WITH EUROPEAN CURRENCY CONVERSION, DIRECTLY COMPETING FOR OVERSTRETCHED PROGRAMMING RESOURCES. FRENCH BANKERS MUTTER ABOUT AN ANGLOPHONE CONSPIRACY TO SABOTAGE THE BIRTH OF THE EURO. THEIR FEARS, AT LEAST, ARE UNDERSTANDABLE. IF THERE WERE A VIRTUAL MISSILE LAUNCHED AT THE EU-METASTATE, IT WOULD BE Y2K.

[6] OUTSIDE THE WEST EVEN THIS LEVEL OF PREPAREDNESS IS LACKING, WITH HIGH LEVELS OF DEPENDENCE ON PIRATED SOFTWARE EXACERBATING AN ALREADY PRECARIOUS SITUATION.

emergency services (analysis, debugging, integrated solutions), massively accelerated hardware replacement, global restructuring, and a crisis of confidence in computer-supported services, with the potential to runaway into general market collapse.[7] It interrupts the smooth upward curve of doubling microprocessor density, falling prices, and increasing market-penetration with a singular cyberspace-shock that is discontinuous (or nonmetabolic) in nature. Junk-shops stack-up with prematurely discarded infotechnic hardware, providing the material-base for a computer-age skip-scavenging cargo-culture. Electronics must be subsocially recycled to release its frozen machinic potential. Cyberpunk begins with Y2K.

Outside the public sphere Y2K excitement is not only higher it has changed phase entirely. As hysterical hyperlooping twists the millennium into a panic storm, it builds explosively on itself, producing an artificial destiny.Techonomic power splinters across schizophrenically juxtaposed time-systems, spawning monsters (the first true counterculture).

Lurking predominantly in thedatacombs of the crypt, numerous shadowy groups now proclaim themselves Y2K-positive.[8] These "Yettuk cults" have begun building a mesh of massivelydecentralized subcultural impulses, directly investingethnotronic time-catastrophe, and aggressively promoting chronodissidence throughout and beyond the web.

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[7] TO THESE SHOULD ALSO BE ADDED THE UNPREDICTABLE EFFECTS OF Y2Keynesianism: THE MASSIVE ARTIFICIAL DEMAND AMPLIFICATION TARGETED AT THE PROGRAMMING SECTOR.

[8] THESE GROUPS ARE PREDOMINANTLY AFFILIATED WITH CYBERGOTHIC TENDENCIES, WHICH MAINTAIN THAT THE CRYPT ARRIVES (ANTICIPATIVELY) FROM VIRTUAL TIME-SCHISM, CONSOLIDATED BY CALENDRIC SECESSIONISM.THEIR Y2K-POSITIVE CULTURAL STRATEGY IS BASICALLY 'CONTINUIST', ORIENTED TO THE UPDATING OF THE K-TIME COUNT WITHOUT DISCONTINUITY, THROUGH THE ADDITION OF A SINGLE INITIAL DIGIT (TRINOMIC DATE-CODING, FOR WHICH AD 2000 = OK+100). THIS SUGGESTION WAS FIRST OUTLINED IN KATY SHAW=S 1996 REPORT A FUTURE YOU CAN COUNT ON. MORE EXTREME K-GOTH FACTIONS CRYPTICALLY DEFINE Y2K AS A LEMURIAN TIME-MISSILE.

They celebrate Y2K as a threat to the order of time: a cultural event that is not textual, ideological, representational, intentional, or phenomenological but rather machinic and numerical-subtractive (n - 1).[9]

Y2K designates a crisis ofcalendric culture: a time-bomb so perfected that the timer is the bomb. It simultaneously adopts the zero-function of 24-hour digital time-code, induces convergence with the calendric zero of count-inception, dismantles clock/calendar segmentarity into flat scales of duration, and triggersTeotwawki.[10] Even when it operates pre-emptively (in any number of ways) it refers itself to the punctual Great Midnight that cuts hyperhistorical time-continuum at 00:00', doubling the retro-virtual chronogenesis of the century.[12]

Y2K is as old as computers, all that changes is the panic intensity. According to theYettuk cultists - or K-Goths - the total chronopolitical immune-response to Y2K constitutes a program for Gregorian Restoration, with the bug-hunt masking a neoroman sociopolitical agenda. Far from being a mere technical glitch, the millennium time crisis indexes the first neutral calendar in history, which escapes the numerocultural legacy of the Romans by beginning with a year 0 (= 00). The demand for "millennium compliance" attempts to enforce the abandonment of an existing calendar, that of

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[9] THIS PROVIDES A SINGULAR DEMONSTRATION CONDUCIVE TO HYPERMATERIALISM (THE PRACTICAL PHILOSOPHY OF ABSTRACT MACHINES), WHICH INCLUDES EFFICIENT VIRTUALITY AS A PRODUCTION-FACTOR, ATTUNING IT TO NUMERICAL PRAGMATICS.

[10] THE TERM TEOTWAWKI (THE END OF THE WORLD AS WE KNOW IT) SEEMS TO HAVE BEEN CULTURALLY ANIMATED IN RECENT YEARS FOR THE SOLE PURPOSE OF DESIGNATING Y2K.

[11] 24:00 HRS DOES NOT - OF COURSE - EXIST.

[12] PERHAPS THE MOST WEIRD CONCLUSION TO BE DRAWN FROM THIS IS THAT OF THE CENTIENCE CULTS, SUCH AS HYPER-C, AND RETURNITY. THEY ASSERT THAT THE TRUE CENTURY (LOOP OF 2-DIGIT YR DATES) IS THE WHOLE OF REAL TIME, TAKING THE 2-DIGIT DATING SYSTEM AS AN ATLANTEAN SIGN THAT THE UNIVERSE IS RUN WITHIN CYBERSPACE. ACCORDING TO THIS POSITION Y2K INDUCES THE FALL OF BABYLON, AND FINANCIALLY ANNIHILATES THE C20TH.

cybernetic- or K-Time,[13] and suppress its associated time-anomalies (sealing the calendar against zero). In the now notorious words of crypt denizen Count S Zero: A..so Mbug resistors think MATRIX needs a new calendar–totally steam-punk. Wake up.ITs already K-Time. Count0 = Greg Date 1900..".[14]

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[13]K-TIME IS THE NATIVE CALENDAR OF CYBERSPACE. IT COUNTS FORWARD FROM ITS YEAR ZERO (= 00), CORRESPONDING TO AD 1900. IT WAS NEVER PLANNED, OR EVEN POSITIVELY INTENDED, BUT RATHER PRODUCED A TIME-CULTURAL MATRIX THAT IS UNCONSCIOUS, PLANETARY, DIAGONALLY TECHNOCULTURAL, AND OBLIVIOUS TO CREED.

[14]COUNT S ZERO. UP 2 DATE

HYPER-C : BREAKING THE NET

33.33rpm	45rpm
2112bpm	2880bpm
1056	1440
528	720
264	360
_132_	_180_
66	90
33	45
16.5	22.5
8.25	11.2
4.125	5.56
2.0625	2.528

1. The above is an excerpt from Sector 7.1 of the Hyper-C tone-scientist manual entitledHydro-demonic polyrhythm: operating system for the redesign of sonic reality , on kode9 sonic insurgency- *Polyrhythmic scaling, Octave stretching, Breakbeat nesting as short-circuits to turbulence* Elsewhere in the text, afroatlantian rhythmic futurism's involutionary trajectory from the full beat of 4/4 funeral marches through the ½ beat of 2/4 towards the ¼ note of swing,on past the bebop 1/8 note into a convergence with the T1000 liquid metal hyperrhythm entity which, arriving from the future, surfaced recently in the early to mid 1990s. This vast vortical assemblage diagrammed by such period doubling suggests that the affective potential of the Black Atlantic consists of the multi-scalar rhythmic composition of turbulence- the art of war in the art of noise. Like thecybergoths, Hyper-C seem addicted to theflatline bliss of micro-pause abuse- different agent, same line. In a later section of Hydro-demonic polyrhythm we learn further that this redesign of sonic reality generates genetic destratification forsubaquatic martial arts, for insurgency on the distributed pod network which the AOE was installing, constituting a carceral archipelago << entitled C-Net,Inc.>> under the

Black Atlantic. Each pod was allegedly modelled on C20's design wizardBuckminster Fuller's undersea island, and housed gleaming sonar tracking machines, tracing out the sonic environment on digital cartographies of fractal complexity.

2. Riding the surge current of the Syzygy hydro-cycle opens Hyper-C breakasymmetrics to smooth transitions across the rhythmic frequency continuum, camouflaging their sonic output with the bpm metric, Hyper-C cluster their productions around the aganomic speed of 180bpm (kode9 plateau of continuous variation) and 132bpm (micro-break demonic two-step)

3. For the distributedaquaassassins of the Hyper-C tide, Y2K constituted nothing less than a scratch on the vinyl of history. With the C-level rising all the time, the elusive cult phenomena were characterised by what Kodwo Eshun has referred to as 'liquidarity', a kindkind of hydrotronic tao of turbulence, geling distributed agents into a collective visco-elastic polyrhythm.

4. Hyper-C = as MC Blowfish of Digital Underground proclaims (((with thanks to Parliament's Psychoaquadoodoo))) <deep seagangstas, underwater pranksters> composed of turtablist tone scientists and connoisseurs of the occult numeric practices of breakasymmetrics.

5. For the Dogons of West Africa the 8 ancestors are called Nommo. The scapegoated ancestor, the Fish Nommo, Anagonno, was sacrificed to counteract the disorder of the universe, of which continual land reclamation operations constitute only a terrestrial instance(((((((((((((Could language really be the earth screaming?))))))) The bifurcation of Po, the cosmic egg, triggers the onset of turbulence, a cosmic whirlwind. Unlikeastro-physicist Steven Hawking who disregards significant matter prior to the Big Bang, the Dogons posit the abyssal waters.(see Finch III 1998)

6. Several Hyper-C designers had watched with fascination as the infinite regress of negations constituted by the weight of Hegelian dialectic was passed downstream by the theoretical terrorists, the Young Black Hegelians. The Quantum Blacks were on a collision course from the start according to Greg Tate. The Young BlackHegelians despite their energetic conceptual insurgency were weighed down by the burden of contradiction and conflict with which their heritage had burdened them. The Quantum Blacks therefore were forced into locating

themselves "by bearing the sign of negation to a reductio ad absurdum, a theoretical black hole. Not a collapse in the fabric of space-time, dimension or gravity, but to a fold in the curtain of race memory."(Tate: 65)

7. Noiz-zioN.

8. Always, Hyper-C had sneered from afar at an overexposed spectacular martial mode of historical monumentalism instead installing an amphibious geographicalnonumentalism and deploying the anti-memory deep time of the spinal fluid ocean.

9. s-s-s-s-s-s-s-sss-sssssssssssset your clocks to maritime<K+

INSURGENT PHASE 1: STYLE WARS TO RACE WARS

INSURGENT PHASE 7: FROM SUBVERSION TO SUBMERSION

1. Contrast the martial trajectory of the Quantum Blacks with the escape velocity of the Dr.Drexel inspired Drexiyans and you can understand the dismay of deep-cover Hyper-C <<C the entity/> with escalations to violence of the Quantum Black war against the State (white body politic) which Greg Tate reports.

2. K2-k-k-k-kode for C/>k-a-t-a-s-0-n-l-x-> <r-e-w-l-n-d> <the <C>entury^ ^no_play)back)))))))))))))}}}}}}}}}}}}}}}}}}}}}}||||||||||>> >>>>>>>>>

3. Preferring an older operating system Hyper-C deploy an old school wetware martial art termed sino-hydro-synthetics)_^insert the sun tzu chip>kode9)))) testifying to thehypercultural matrix which smears out the white face of the Occident.

4. By pure coincidence, Dr. Camelot Drexel's research, Tate tells us, "was based on the theory that black peoples consciousness and social condition could be transformed through genetic mutation, rather than religious or ideological conversion. He wanted to transform a select group of black folks into amphibious creatures who would assist him in leading an exodus of black people to the Sirius B system."(Tate: 59)

5. In 1998, mobile aqua-agent Drexiya has been noted "currently missing in action" although recent signal suggests sightings in the eastside sewer

system 7 mile and Vandyke area- eastside Detroit Sector." Drexiya, a "wavejumper" from the Special forces operates on "aquatic assault" and "beach head preparations" through the "underwater deployment of Electronic Funk Bombs."

6. Weapon of Choice- H_2O

7. Rewind the century

8. No playback

9. Set your clocks to maritime. . .

TEXTBANK
GREG TATE(1994) 'EXCERPT FROM ALTERED SPADE: READINGS IN RACE MUTATION THEORY' IN A. ROSS & T. ROSE (EDS.) MICROPHONE FIENDS, NEW YORK: ROUTLEDGE.

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SOUNDBANK
VARIOUS: BEDOUIN ASCENT, DILLINJA, RAM, DYLAN, VIRUS, CURRENT VALUE, UR, DREXCIYA, PARLIAMENT, DIGITAL UNDERGROUND, CCRU, KODE9, KATASONIX.

Dr. Ron Eglash
Comparative Studies
Ohio State University

RECURSIVE NUMERIC SEQUENCES IN AFRICA

1) Nonlinear additive series in African cultures

The counting numbers (1,2,3...) can be thought of as a kind of iteration, but only in the most trivial way. It is true that we could produce the counting numbers from a recursive loop; that is, a function in which the output at one stage becomes the input for the next: $X n + 1 - X n + 1$. But this is a strictly linear series, increasing by the same amount each time -- the numeric equivalent of a staircase. Addition can, however, produce nonlinear series, and there are at least two examples of nonlinear additive series in African cultures. The triangular numbers (1,3,6,10,15...) are used in a game called "tarumbeta" in east Africa Zaslavsky 1973 pp. 1 1 1). Figure 1 shows how these numbers are derived from the shape of triangles of increasing size, and how the numeric series can be created by a recursive loop. As in the case of certain formal age-grade initiation practices, the simple versions are used by smaller children, and the higher iterations picked up with increasing age. While there is no indication of a formal relationship in this instance, there is still an underlying parallel between the iterative concept of aging common to many Africa cultures -- each individual passing through multiple turns of the "life-cycle" -- and the iterative nature of the triangular number series.

Another nonlinear additive series in was found in archaeological evidence from north Africa Badawy (1965) noted what appears to be use of the Fibonacci series in the layout of the temples of ancient Egypt. Using a slightly different approach, I found a visually distinct example of this series in the successive chambers of the temple of Karnak, as shown in figure 2a. Figure 2b shows how these numbers can be generated using a recursive loop. This formal scaling plan may have been derived from the non-numeric versions of scaling architecture we see throughout Africa (cf. Eglash 1995, Eglash et al 1994).

An ancient set of balance weights, apparently used in Egypt, Syria and Palestine circa 1200 B.C.E., also appear to employ the Fibonacci sequence (Petruso 1985). This is a particularly interesting use, since

one of the striking mathematical properties of the sequence is that one can create any positive integer through addition of selected members – a property that makes it ideal for application to balance measurements (Hoggatt 1969 pp 7f). There is no evidence that ancient Greek mathematicians knew of the Fibonacci sequence. There was use of the Fibonacci sequence in Minoan design, but Preziosi (1968) cites evidence indicating that this could have been brought
from Egypt by Minoan architectural workers employed at Kahun.

2) Discrete self organization in Owari

Figure 3a shows a board game that is played throughout Africa in many different versions variously termed "ayo," "bao," "giuthi," "lela," "mancala," "omweso," "owari," "tei," and "songo" (among many other names). Boards cut into stones, some of extreme antiquity, have been found from Zimbabwe to Ethopia (see Zaslavsky 1973 figure 11-6). The game is played by scooping pebble or seed counters from one cup, and sequentially placing one each in the cups that follow. The goal is to have the last counter land in a cup with only one or two counters already in it, which allows the player to capture those counters. In the Ghanaian game of Owari, players are known for utilizing a series of moves they call a "marching group." They note that if the number of counters in a series of cups each decrease by one (e.g. 4-3-2-1) the entire pattern can be replicated with a right-shift by scooping from the largest cup, and that if left uninterrupted it can propagate in this way as far as needed (figure 3b). As simple as it seems, this concept of a self replicating pattern is at the heart of some sophisticated mathematical concepts.

John von Neumann, who played a pivotal role in the development of the modern digital computer, was also a founder of the mathematical theory of self organizing systems. Initially von Neumann's theory was to be based on self reproducing physical robots. Why work on a theory of self reproducing machines? I believe the answer can be found in von Neumann's social outlook. Heims' (1984) biography emphasizes how the disorder of von Neumann's precarious youth as a Hungarian Jew was reflected in his adult efforts to impose a strict mathematical order in various aspects of the world. In von Neumann's application of game theory to social science, for example, Heims writes that his "Hobbesian" assumptions were "conditioned by the

harsh political realities of his Hungarian existence." His enthusiasm for the use of nuclear weapons against the Soviet Union is also attributed to this experience.

During the Hixon Symposium (von Neumann 1951) he was asked if computing machines could be built such that they could repair themselves if "damaged in air raids," and replied that "there is no doubt that one can design machines which, under suitable circumstances, will repair themselves." His work on nuclear radiation tolerance for the AEC in 1954-5 included biological effects as well as machine operation. Putting these facts together, I cannot escape the creepy conclusion that von Neumann's interest in self-reproducing automata originated in fantasies about having a more perfect mechanical progeny survive the nuclear purging of organic life on this planet.

Models for physical robots turned out to be too complex, and at the suggestion of his colleague Stanislaw Ulam, von Neumann settled for a graphic abstraction; "cellular automata" as they came to be called. In this model (figure 4a) each square in a grid is said to be either alive or dead (that is, in one of two possible states). The iterative rules for changing the state of any one square are based on the eight nearest neighbors (e.g. if 3 or more nearest-neighbors are full, the cell becomes full in the next iteration). At first researchers carried out on these cellular automata experiments on checkered table cloths with poker chips and dozens of human helpers (Mayer-Kress, personal communication), but by 1970 it had been developed into a simple computer program (Conway's "game of life") which was described by Martin Gardner in his famous "Mathematical Games" column in Scientific American. The "game of life" column was an instant hit, and computer screens all over the world began to pulsate with a bizarre array of patterns (figure 4b). As these activities drew increasing professional attention, a wide range of mathematically-oriented scientists began to realize that the spontaneous emergence of self sustaining patterns created in certain cellular automata were excellent models for the kinds of self organizing patterns that had been so elusive in studies of fluid flow and biological growth.

Since scaling structures are one of the hallmarks of both fluid turbulence and biological growth, the occurrence of fractal patterns in cellular automata attracted a great deal of interest. But more simple scaling structure, the logarithmic spiral (figure 5),

has garnered much of the attention. Even back in the 1950s mathematician Alan Turing, whose theory of computation provided von Neumann with the inspiration for the first digital computer, began his research on "biological morphogenesis" with an analysis of logarithmic spirals in growth patterns. Markus (1991) notes that the application areas for cellular automata models of spiral waves include nerve axons, the retina, the surface of fertilized eggs, the cerebral cortex, heart tissue, and aggregating slime molds. In the text for CALAB, the first comprehensive software for experimenting with cellular automata, mathematician Rudy Rucker (1989, pp. 168) refers to systems which produce paired log spirals as "Zhabotinsky CAs," after the chemist who first observed such self organizing patterns in artificial media:

"When you look at Zhabotinsky CAs, you a.re seeing very striking three dimensional structures; things like paired vortex sheets in the surface of a river below a dam, the scroll pair stretching all the way down to the river bottom.... In three dimensions, a Zhabotinsky reaction would be like two paired nautilus shells, facing each other with their lips blending. The successive layers of such a growing pattern would build up very like a fetus ! "

Figure 6 shows how the owari marching group system can be used as a onedim~nsional cellular automaton to demonstrate many of the dynamic phenomena produced on two-dimensional systems. The Akan and other Ghanaian societies had a remarkable pre-colonial use of logarithmic spirals in iconic representations for self organizing systems (figure 7a). The Ghanaian spirais and the four-armed computer graphic in figure 5b are quite distant in terms of the machine technologies that produced produced them, but there may well be mathematical connections between the two. Since cellular automata model the emergence of such patterns in modern scientific studies of living systems, and certain Ghanaian log spiral icons were also intended as generalized models for organic growth, it is not unreasonable to consider the possibility that the self organizing dynamics observable in owari were also linked to concepts of biological morphogenesis in traditional Ghanaian knowledge systems.

Rattray's classic volume on the Asante culture of Ghana includes a chapter on owari, but unfortunately it only covers the rules and strategies of the game. Recently Kofi Agudoawu (1991) of Ghana has written a booklet on owari "dedicated to

Africans who are engaged in the formidable task of reclaiming their heritage," and he does note its association with reproduction: Wari" in the Ghanaian language Twi means "he/she marries." Herskovits (1930), noting that the "wari" game played by the descendants of African slaves in the new world had retained some of the pre-colonial cultural associations from Africa, reports that awari had a distinct "sacred character" to it, particularly involving the carving of the board. Owari boards with carvings of logarithmic spirals (figure 7b) can be commonly found in Ghana today, suggesting that western scientists may not be the only ones who developed an association between discrete self-organizing patterns and biological reproduction. It is a bit vindictive, but I can't help enjoying the thought of von Neumann, apostle of a mechanistic New World Order that would wipe out the irrational cacophony of living systems, spinning in his grave every time we watch a cellular automaton – whether in pixels or owari cups – bring forth chaos in the games of life.

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ZASLAVSKY, CLAUDIA. AFRICA COUNTS
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 INC. 1973.

The stones in each triangular array can be built up in an iterative fashion, that is, the next triangle can be created by adding another layer to any side of the previous triangle. The number to be added in each additional layer is simply the number of iterations. For each iteration i, and total number of stones N, we have:

$$N_{i+1} = N_i + i \qquad \text{(starting with } N_0 = 0)$$

$$
\begin{aligned}
1 &= 0 + 1 \qquad \text{(a trivial array, not used in the game)} \\
3 &= 1 + 2 \\
6 &= 3 + 3 \\
10 &= 6 + 4 \\
15 &= 10 + 5
\end{aligned}
$$

In other words, the next number will be given by the last number plus the iteration count:

Figure 1 The triangular numbers in an East African game

number of stones:	3	6	10	15
number of iterations:	2	3	4	5

A game called "tarumbeta" in east Africa makes use of the triangular numbers, starting with 3 (3,6,10,15....). In this game one player calls the count as she or he removes stones consecutively, left to right and bottom to top, while the other player, without looking, must signal whenever the first stone in a row has been removed.
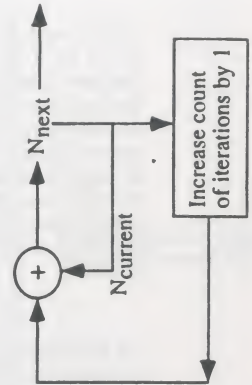
Figure 2 The Fibonacci series in ancient Egypt

The Fibonacci series
(1,1.2,3,5,8,13...) was found by
Badawy (1965) in his study of
the layout of the temples of
ancient Egypt. His analysis was
quite complex, but it is not
difficult to create a simple
visualization. Here we see the
series in the succesive
chambers of the temple of
Karnak.

The Fibonacci series is
produced by adding the
previous number to the current
number to get the next number,
starting with 1+1=2. For each
iteration i, the number N in the
series is given by:

$$N_{i+1} = N_i + N_{i-1}$$

(that is, $N_{next} = N_{current} + N_{previous}$)
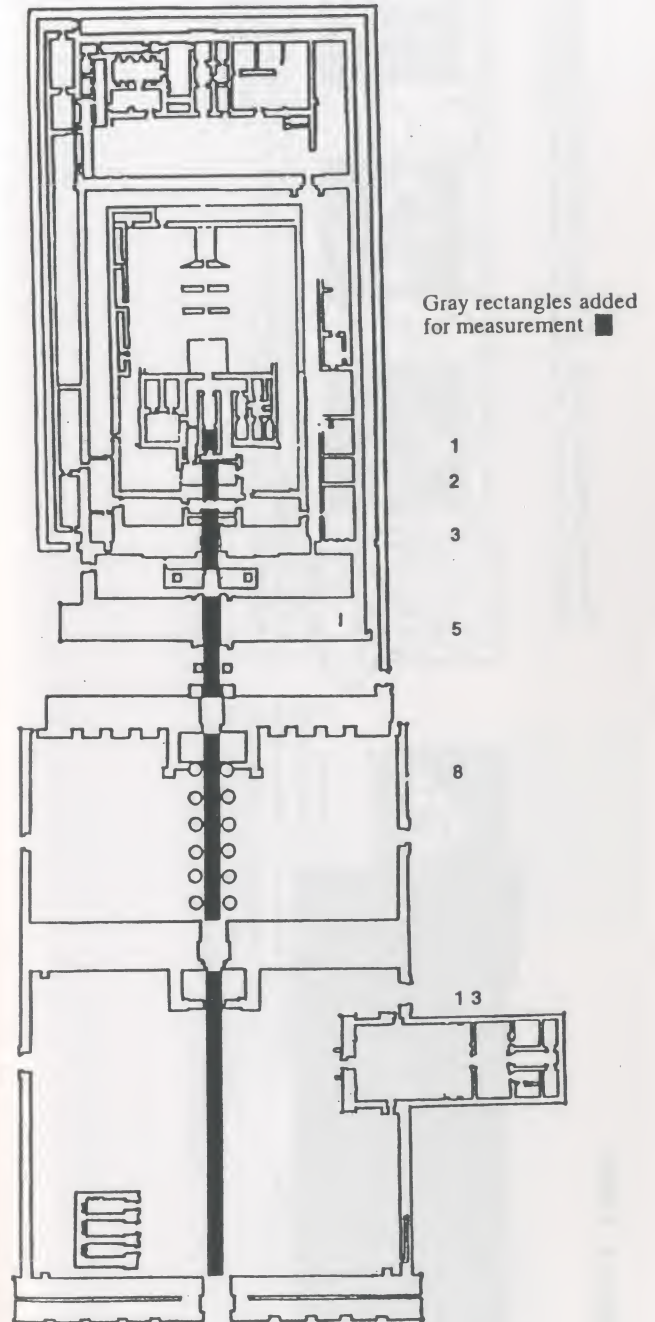
1+1=2
1+2=3
2+3=5
3+5=8
5+8=13
.
.
.

Gray rectangles added
for measurement ■

1
2
3
5
8
1 3

abstract [28] culture
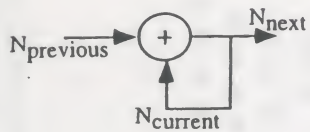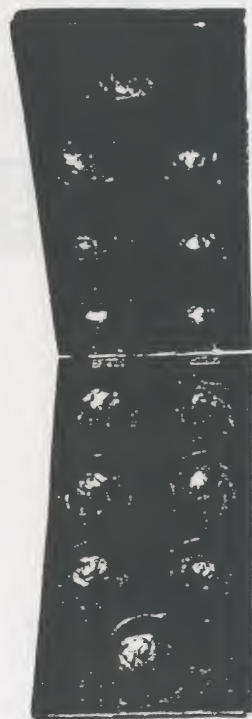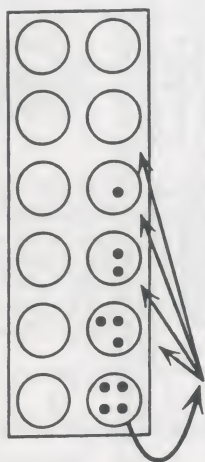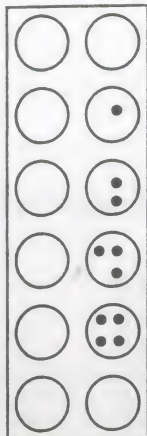
The owari board has 12 cups, plus one on each side for captured counters. This board is hinged in the center, with a beautifully carved cover (figure 7b).
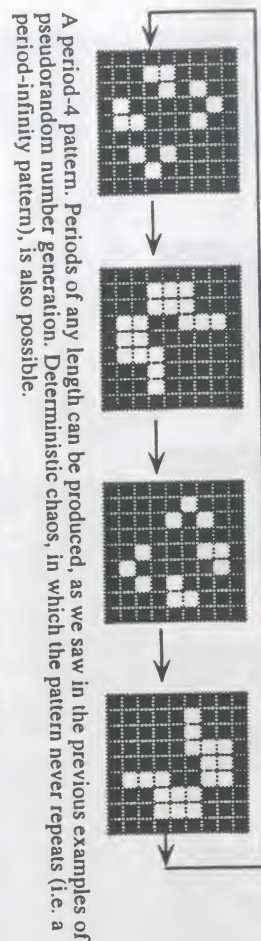
The Marching Group is replicated with a right-shift. Repeated application will allow it to propagate around the board.

Scoop from the first cup, and plant one counter in each succeeding cup

Figure 3   Owari

abstract [29] culture

A period-4 pattern. Periods of any length can be produced, as we saw in the previous examples of pseudorandom number generation. Deterministic chaos, in which the pattern never repeats (i.e. a period-infinity pattern), is also possible.

b. A constant-growth pattern, shown in high-resolution, looks similar to the cross-section of an internal organ. The rules: a dead cell becomes a live cell if it has 3 live nearest neighbors, and a cell dies only if it has 7 or 8 live neighbors.
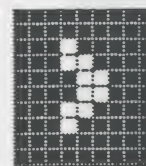
Iteration 49   Iteration 133   Iteration 182

Figure 4   Cellular Automata

a. In the cellular automaton called "the game of life," each cell in the grid is in one of two states: live or dead. Here we see a live cell in the center, surrounded by dead ce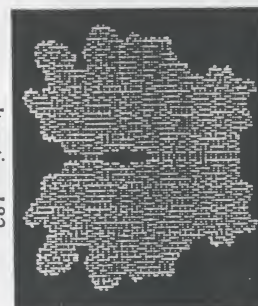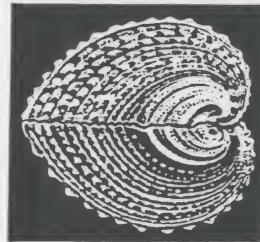lls in its eight nearest neighbors. The state of each cells in the next iteration is determined by a set of rules. In "classic" life (the rules first proposed by John Horton Conway), a dead cell becomes a live cell if it has 3 live nearest neighbors, and a cell dies unless it has 2 or 3 live neighbors.

This initial condition produces a fixed pattern after four iterations. The patterns occuring before it settles down to stability are called the "transient."

This stable pattern flips back and forth between these two states.

This is called a "period-2" pattern.

Figure 5   Spirals in Cellular Automata

North African sheep, from Cook (1914).

Mushroom cut in half.

Bivalve shell from Haeckel (1904).

c. Logarithmic spirals often occur in natural growth forms.

a. Paired spirals emerge from a three-state cellular automaton. Black cells are live, white cells are dead, and grey cells are in a refractory or "ghost" state. The rules: Any dead nearest neighbors of a live cell become live in the next iteration, and any live cell goes into the ghost state in the next iteration. Ghost cells become dead cells in the next iteration. The refractory layer acts as a memory, providing the directed growth (i.e. the breaking of symmetry) needed to create a spiral pattern.

b. This four-armed logarithmic spiral from Markus (1991) was produced by a six-state cellular automaton in which a sequence of ghost states correspond to increasingly dark shades of gray. The system makes use of a very high-resolution grid, as well as some random noise to prevent the tendency for the patterns to follow the grid shape (as in the square contours of the spiral above).
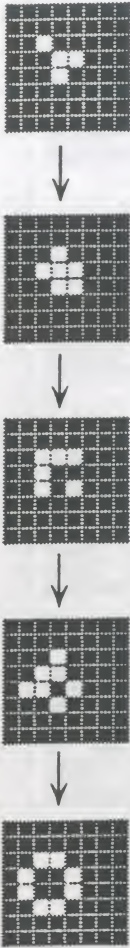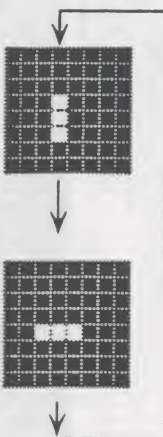
Figure 6   Owari as one-dimensional cellular automaton

```
3  4  2  1                      -> 13 iterations ->        4  3  2  1
```

3 4 2 1 -> 5 3 2 -> 4 3 1 1 1 -> 4 2 2 2 -> 3 3 3 1 -> 4 4 2 -> 5 3 1 1 -> 4 2 2 1 1 -> 3 3 2 2 ->
4 3 3 -> 4 4 1 1 -> 5 2 2 1 -> 3 3 2 1 1 -> 4 3 2 1

The marching group is an example of a constant pattern. Here we see counters in the initial sequence 3421 converge on their marching formation simply by repeating the "scoop from the left cup" rule through 13 iterations.

We can view the owari board as a one-dimensional cellular automaton. One dimension is not necessarily a disadvantage; in fact most of the professional mathematics on cellular automata (cf. Wolfram 1984, 1985) have been done on one-dimensional versions, because it is easier to keep track of the results. They can show all the dynamics of two dimensions.

The patterns noted by traditional owari players offer a great deal of insight into self-organizing behavior. Their observation of a class of self-propagating patterns, the "marching group," provides an excellent starting point.

Total number of counters	Behavior (after transients)
1	Marching
2	Period 2
3	Marching
4	Period 3
5	Period 3
6	Marching
7	Period 4
8	Period 4
9	Period 4
10	Marching
11	Period 5
12	Period 5
13	Period 5
14	Period 5
15	Marching

The numbers which lead to marching groups -- 1, 3, 6, 10, 15... -- should look familiar to readers: it's the triangular numbers we saw in Tarumbeta!

The period of the cycles in-between each marching group is given by three plus the iteration level of the previous triangular number reached.

(Note -- some sequences will be truncated for 13, 14, and 15 since there are more counters than holes).

Just as we saw in (two-dimensional) cellular automata, transients of many different lengths can be produced. Transients of maximum length are used as an end-game tactic by indigenous Ghanian players, who call it "slow motion" -- accumulating pieces on your side to prevent your opponent from capturing them. In nonlinear dynamics the constant pattern is called a "point attractor," and the transients would be said to lie in the "basin of attraction."

The marching group rule can also produce periodic behavior (a "limit cycle" or "periodic attractor" in nonlinear dynamics terms). Here is a period-3 system using only four counters:
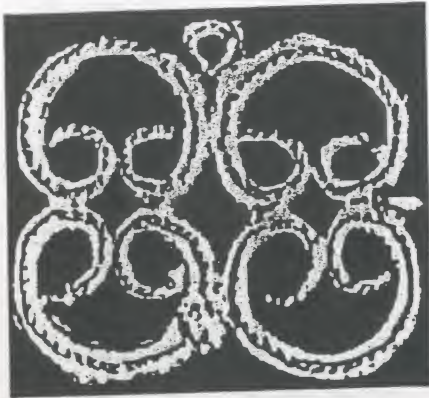
2 1 1 -> 2 2 -> 3 1 -> 2 1 1

Which patterns lead to marching groups, and which ones lead to periodic cycles?

Figure 7 Logarithmic curves and owari

a. Several Ghanian iconic figures, such as this goldweight, link a spiritual force with the structure of living systems through logarithmic spirals. Photo courtesy of the UCLA Fowler Museum of Cultural History
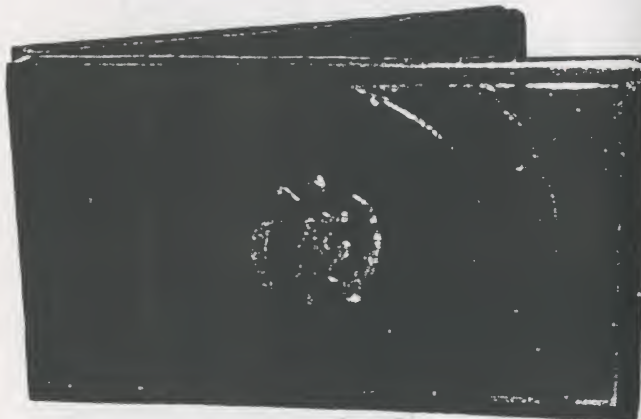
b. The cover of the hinged owari board we saw in figure 3 shows concentric circles emanating from the Adinkra icon for the power of god, "Gye Nyame." A similar icon, without the logarithmic curves, is attributed to a closed fist as a symbol of of power. The Gye Nyame symbol thus appears to be a pair of logarithmic curves held in in a fist: God holding the power of life.

AFRICA IN THE ORIGINS OF BINARY CODE
DR. RON EGLASH

"The relationship between what we do as physicists today and the future that our work engenders is dialogical in the sense that not only do our present actions determine what our future will be, but we must be ever mindful of the impact of our present actions on the future. . .Through our moral responsibility and awareness of signals and trends, we in effect, 'listen' to what the future has to tell us."(Donnell Walton, Chair , National Conference of Black Physics students 1995.)

While the temporal traditions of African societies were frequently cited by colonialists as evidence for primitive superstition, they appear today in quite the opposite context: mathematical analyses of traditional African designs, techniques and knowledge systems indicate a wide array of sophisticated indigenous inventions. Like Paul Gilroy's fractal Atlantic,Donnel Walton's invocation of African divination traditions- of listening to the future- is not only useful in its call for greater ethical responsibility, but also as a remindefo the surprising links between traditional knowledge and modern science.

The modern binary code, essential to every digital circuit from alarm locks to super computers, was first introduced by Leibniz around 1670.

Leibniz has been inspired by the binary-based 'logic machine' of Raymond Lull, which was in turn inspired by the alchemists' divination practice geomancy (Skinner 1980). Butgeomancy is Clearly not of European origin. It was first introduced there by Hugo of Santalla in twelfth century Spain and Islamic scholars had been using it in North Africa since at least the 9th century, where it was first documented in written records by the Jewish writer Aran ben Joseph.

Geomancy is traditionallypracticed by drawing patterns in the sand. It begins with four sets of random dashed lines. These are paired off (i.e. summed by addition module two), and the even/odd results recorded with two strokes or one stroke. Four of these binary digits represents one of 16 possible divination archetypes (ruler, travel, desire, etc.) Although the first four are generated by this random process, the following 12 are created by recursively applying the same pairing operation on the binary digits making up the four symbols (a

process which can be seen in many other areas of African knowledge systems, c.f. Eglash 1995).

The nearly identical system of divination in West Africa associated with Fa and Ifa was first noted by Trautman (1939), but he assumed that geomancy originated in Arabic society, where it is known as ilm alraml ("the science of sand"). The mathematical basis of geomancy is however, strikingly out of place in non-African systems. Like other linguistic codes, number bases tend to have an extremely long historical persistence. The ancient Greeks held 10 to be the most sacred of all numbers; the Kabbalah's Ayin Sof emanates by 10 Sefirot and the Christian west counts on its "Hindu-Arabic" decimal notation.

In ancient Egypt, on the other hand, base 2 calculation was ubiquitous, even for multiplication and division, and Zaslavsky (1973) notes archeological evidence linking it to the use of doubling in the counting systems of subSuharan Africa. Kautzsch (1912) notes that both Diodorus Siculus and =Cblian reported that the ancient Egyptian priests "employed an image of truth cut in halves."

Doubling is a frequent theme in African divination and many other African knowledge systems, connecting the sacredness of twins, spirit doubles, and double vision with material objects, like the blacksmith's twin bellows and the double iron hoe given in bridewealth. In a recent interview in *Wired*, Brian Eno claimed that the problem with computers is that they "don't have enough African in them". Eno was, no doubt, trying to be complimentary, saying that adaptive rhythm and flexibility is a valuable attribute of African culture. But in doing so he obscured the cultural origins of digital computing, and did an injustice to the very concept he was trying to convey. Take, for example, Henry Louis Gates' (1988, pp. 30) use of a recursive doubling description when discussing the relations between divination and sexuality in West African traditions:

The Fon and Yoruba escape the Western cersion of discursive sexism through the action of doubling the double; the number 4 and its multiples are sacred in Yoruba metaphysics. Esu's two sides "disclose a hidden wholeness," rather than closing off unity, through the opposition, they signify the passage from one to the other as sections of a subsumed whole.

The binary coding of traditional African knowledge systems, like that of their antecedents in modern computing networks, is neither rigid norarhythmic; its beat is a heritage heard by those who listen to the future.

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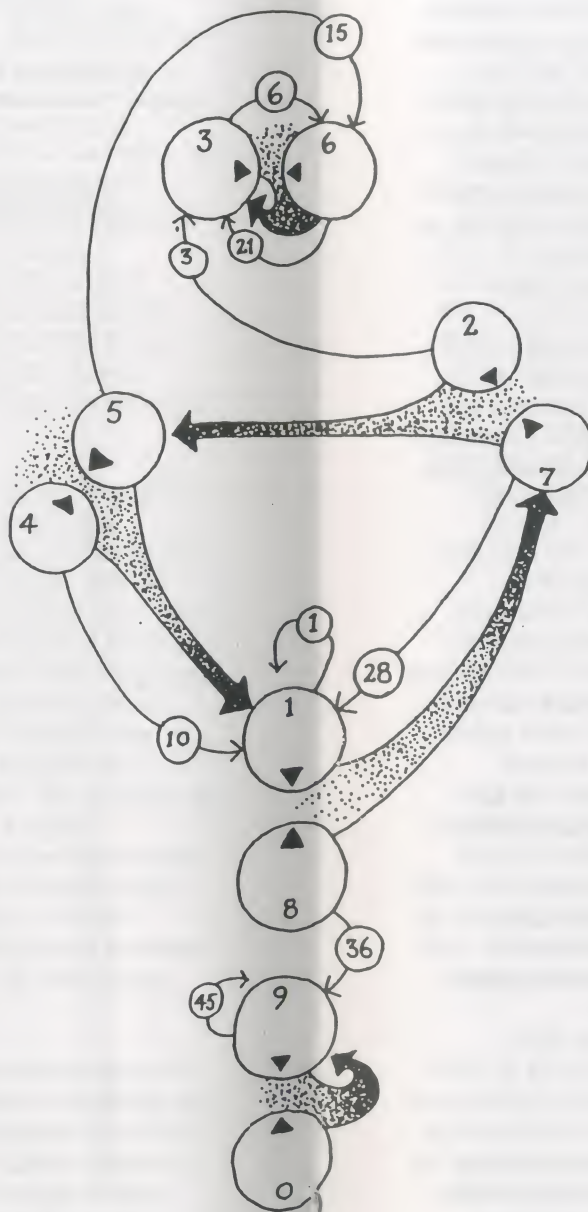
TALES FROM THE CTHULHU CLUB.

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- The Vault of Murmurs. Typed MS, archive date 1949, attribution: E. Stillwell. The three appendices to this text, attached in the MS, are nearly identical to corresponding sections of Stillwell's monumental Decrypting the Nma Numogram *(1954), for which they appear to be preliminary drafts, lending some support to the attribution of authorship given here.*
- Leaks from the Miskatonic Bunker-Hotel. Typed MS, archive date 1996, attribution: Unknown. This document was brought to the attention of Ccru in an e-mail from Simon Biddell. Ccru takes no responsibility for the allegations made about Professor Barker, or his work.
- The Templeton Episode. Typed MS, archive date 1966, attribution: Unknown. The apparent inconsistency between the dating of this texts and the dates it contains raises considerable perplexity, which Ccru - despite extensive communication with the Cthulhu Club archives - has been unable to resolve.

THE VAULT OF MURMURS

She bore another monster, terrible,
In a hollow cave, Echidna, fierce of heart,
Nothing like any mortal man, unlike
Any immortal god, half of her
Is a fair-cheeked girl with glancing eyes, but half
Is a huge and frightening speckled snake, she eats
Raw flesh in a recess of the holy earth
Down there she has a cave of hollow rock
Far from the depthless gods and mortal men,
There the gods gave a famous home to her.
And gloomy Echidna keeps her watch down there
Under the ground, among the Arimoi,
A nymph immortal and ageless all her days.
       - Hesiod, "Theogony"

I think now, looking back, that the dreams' return can be dated to 1925, the moment of my arrival in the Sunda Strait. It began as insidious seepage, waves of vaguely familiar but disconnected fragments, whose secret cohesion I could dimly perceive.

I had been drawn to the Mu N'Ma by their reputed traditions of dream-sorcery, which offered a singular opportunity for converting my studies of Freud and Frazer into practical field work. Although it might seem ironical that a student of Freud could be so oblivious to their subterranean motivations, I shared with my generation a profound and unquestioning faith in the spirit of objective scientific inquiry, and little suspected (or had forgotten) the deeper currents guiding a lifelong interest in the phenomena of dreams.

The N'Ma people had gained some public noteriety through their role in the strange case of Cecil Curtis. I myself had first learned of the Mu through tantalising references in the burgeoning literature that had transformed the events of Curtis' ill-fated expedition into something of a modern myth. Most of these accounts had underplayed the role of the two other tribes in the N'Ma system, but the occasional hint about the Mu and their dream rites was more than sufficient to provoke in me an interest that would quickly shade into obsession.

By the time I arrived in Indonesia, the tripartite N'Ma system was in shreds . In totally annihilating one tribe - Curtis's Tak N'Ma - and all but destroying another - the Dib N'Ma - the 1883 explosion of Krakatoa had wrecked the complex web of social exchange on which the Mu had traditonally depended. An atmosphere of terrible desolation overhung them, and I could be under no illusion that the Mu were little more than a shadow of what they had been in the days prior to the cataclysm. These were a haunted people, whose continuing survival seemed a dubious blessing at best.

In this apocalyptic atmosphere, it was inevitable that my thoughts should increasingly turn to the days immediately preceding the catastrophe, and to its herald, Cecil Curtis. Following Curtis's footsteps into N'Ma territory, I read the famous few surviving fragments of his journal with a renewed sense of puzzlement and disquiet.

None of the speculations on Curtis' final days had, to my mind, adequately made sense of the peculiar *trajectory* his delirium took. The lay observer might be tempted to think his words mere ravings, but for those, like myself, who had fallen under Freud's spell, the compulsion to search for the hidden logics that guide and structure supposedly random manias is irresistible. What dark events coalesced

to produce Curtis' madness? I read key passages over and over again:

17th July 1883.
I know now that I will never leave this place. The jungle is rotting me into nothingness. My supplies are exhausted. Clouds of mosquitoes torment me and I am plagued by the pounding, crushing, smothering heat.

28th July 1883
I have broken from everything, in any case participated in something abominable ... behind the tattered masks of man and God.
Christian civilization is no better than the prancing of savages ...
How could human fellowship exist after this?

By now, the Tak N'Ma's ferocity is legendary: they were "the most unspeakable savages on earth", according to one of Curtis's less ethnographically sensitive biographers. The same source remarked that the Tak N'Ma rites "could not be contemplated by any decent Christian without risk of the loss of his mind." These practices, coupled with the ravages of the malaria which afflicted Curtis in his final days, would have been enough to completely unhinge any European male, even one as famously thick-skinned as Cecil 'Mad Dog' Curtis. But Curtis seemed, in the end, to confront an awful revelation whose enormous horror could not be reduced to these two factors; rather, the disease and the Tak rituals were themselves, he seemed to imply, part of some senseless pattern in which his whole life was always fated to be engulfed.

24th August 1883
Needless to say, the Limbic Key continues to elude me. I strongly suspect it is a fiction. The Order are pursuing a chimera - the sense of destiny has not departed, however. On the contrary, I was meant to be here, irrespective of the motives of those who sent me. Other forces were at work. I have been chosen since the beginning of time.
Curse this blasphemous fate.

My daytime obsession with Curtis transferred easily into dreams in which Curtis featured heavily; in terribly vivid nightmares I sometimes felt I was meeting Curtis; at other times, I had the uncanny conviction that I was seeing the jungle landscape through his fever-darkened eyes. Given the circumstances, these nocturnal encounters were hardly unmotivated, but the dreams had a naggingly intimate quality about them. As if I had

experienced them them many times before, and was only now remembering them.

The intense, oppressively subdued atmosphere that benighted Mu N'Ma culture was in every way at odds with the excitement that leapt into my heart as I learned more about it. It was immediately evident that Mu culture was indeed based upon a system of dream magic, in which the Nago - or dream witch - occupied an exalted position. The Nago fulfills a wide-ranging oracular function in Mu culture. Medicine, the settlement of disputes, advice and counsel; all are in the Dream Witch's power. Those who sought her wisdom would make solitary pilgrimages to the temple, bearing appropriate gifts. A simple ritual follows, during which they offer sacrifices and make requests. On the night following - it is said - they receive a *Nagwi* or dream visit.

It is said of the Nago that she never speaks, except in dreams.

When I asked to visit the Nago, the Mu elders merely nodded, showing neither enthusiasm nor hostility. They greeted my entreaty with the same sense of fated inevitabilty with which they seemed to accept all matters.

The Nago's temple is located on the side of a cliff, an hour's trek through thick jungle. Fittingly for a people whose deity, Mur Mur, is a sea creature - a "dreaming serpent", it is sometimes said - the temple looks out upon the ocean. As I was guided through the primeval vegetation, I thought once more of Cecil Curtis and the Tak N'Ma.

11th August 1883
The language of these savages is impenetrable. They now promise to 'take me to Katak.' To meet myself, therefore! Or perhaps a rabid dog!!

The fatal irony of this entry has often been remarked upon by commentators. Curtis would only understand the N'Ma's taxonomy too late. Curtis's Christian thinking would have been little assistance in unravelling the Tak belief system; the fact that the Tak's god, Katak, was manifested in dogs, volcanoes and indeed Curtis himself could only appear nonsensical to a man of his time and background. Curtis must have at first assumed that the Tak's apparent reverence for him was the natural response of "savages" to their "betters." He could not have suspected, as he was annointed by the Taks, that he was destined to be the sacrificial harbinger of the Taks' ultimate destruction. Perhaps

it was only towards the end that he realised that his arrival and the apocalyptic eruption ofKrakatoa had always been coincident inTak folklore: their tribal stories said that "the Fiery End" would be the heralded by the arrival of the "white Katak" - 'Mad Dog' Curtis.

27th August 1883
The fever has melted away the walls between waking and sleep. Consciousness has become a loathsome fog.
I sense that the incessant rumbling of volcanic activity is connected with the visions that plague me constantly now .... it felt as if I were carried down my spine .... Things ancient beyond imagination .... beyond the ultimate gate of ruin and insanity ... oceans of subterranean fire ...

So Curtis' final days became a veritable journey into hell. The Curtis biography I had with me in Indonesia contained facsimiles of the journal, showing a marked decline in the handwriting. By the end, the hand was so spidery that one was almost tempted to query the attribution - could this barely legible scrawl have been produced by the same individual?

My head still full of Curtis, I was led into the Vault of Murmurs, the sacred cavern below theNago temple in which the Dream Witch receives her supplicants. The Nago sat at the other end of the grotto, folded into its deep shadows. Feeling a sense of uncanny familiarity, I asked the inevitable question. "Where was Curtis taken?" TheNago nodded, and left, her silence unbroken, in accordance with custom.

The next morning, I awoke to a feeling of immense anti-climax. I ransacked my mind for traces of the previous night's dreams, recalling nothing. Yet through this almost painful disappointment, older memories surfaced, dating - I sensed with icy certainty - from my seventh year. It was the night of the Century's Eve, 31st December, 1899. (No Freudian scholar can miss the significance of the year 1899 - the date of the first publication of *The Interpretation of Dreams*)

A female voice spoke. "Echidna, Echidna, wake up." I had assumed - "previously", if such a time-designation makes any sense - that this was the voice of my mother. Now I knew it was the voice of the Nago, speaking to in my own tongue. But I was no longer sure to whom - or what - it was addressed. I was entirely carried away. My body felt impossible. Touching my face, I encountered only

the features and limbs of a little girl. Below the waist, however, all was confusion, snaking endlessly into itself, or rather, into depths beyond sense, traversed by languid spinal waves that culminated in a distant hint of a tail.

My dream body floated in what appeared to be an undersea cavern. As I lay there, I beheld, moving toward me with grim purpose, a raft carrying a solemn, spectral party. I recognised, from the many books recounting the Curtis legend, the crimson markings and ceremonial masks of theTak N'Ma. And on the raft with them - reclining in a malarial swoon, dressed inTak ritual garb - was the unmistakable figure of Cecil Curtis. They were bringing him to me.

Except I was dissolving, becoming indistinguishable from the water which held me. And when I turned again to where Curtis had been but a moment ago, I heard only anguished gargles: the growls and snarls of some creature that seemed to be part dog, part cat, barely human. I felt claws in what should have been my side. Then there was a plume of blood which I at first thought was mine, but when I looked again, I saw it gouting from the other creature's flesh, which, I was suddenly aware, was becoming absorbed into me - even as my body was losing any sense of its limits.

Warped perceptions danced past my dream eyes. Darting acceleration and abyssal slowness fused in a wholly unfamiliar time-sense. I suddenly became aware of the cyclopean edifices of a lost civilization; though "civilization" scarcely seemed the word for the alien vistas that swam before me, swarming city-shoals quivering with a wholly inorganic animation.

Something told me, a whisper or an intuition - in that dreaming ocean both blended utterly - that this was the lost continent of Lemuria, speculated upon by contemporary archaeologists and mystics. What was left of my mammal body flickered out of focus; it felt clumsy - all fingers and thumbs. As I looked down at my hands, they became transluscent, and I saw, inscribed into the impossible geometries of the dream cave's wall beyond, an arrangement of ten circles, a number of smaller circles, and a series of interconnecting lines.

This was my first encounter with what came to be called the Numogram. It was only later that I was able to uncover the numeric relations encrypted in its ancient patterns - the dream showed me only the

shapes and their relations. But, even in those early, hallucinatory minutes, as I made my first hurried transcriptions of the dream-image, I knew that I had in front of me a key that would unlock all the secrets of my life. A labyrinth had opened up, a labyrinth whose complexities could be contained no more by our supernaturalisms than by our sciences. It was a labyrinth in which my fate - and that of the N'Ma, Cecil Curtis, and more cosmic presences - had always been tangled together. I was unravelled in this maze of coincidences, and could do nothing but follow its threads forever.

1. **Numogram and** *Otz Chaiim*. To those familiar with the Western Magical Tradition, it is likely that the Numogram will initially evoke the Qabbalistic Tree of Life. Both are constructed as decimal diagrams, involving webs of connectivity between ten basic zones, mysteriously twisted into a cryptic ultra-cycle (that links upper and lower regions). Both treat names as numbers, and numerize by digital reduction and cumulation. Both include passages across abysmal waters and through infernal regions. Both map zones onto spinal levels.

Despite these manifold interlinkages, there are compelling reasons to consider the Tree of Life a scrambled variant of the Numogram, rather than a parallel system. During its long passage through Atlantean and post-Atlantean hermetic traditions the systematic distortions of the Numogram (introduced to confuse the uninitiated) gradually hardened into erroneous doctrines, and a dogmatic image of the Tree. Most evidently, a vulgar distribution of the numbers - in their exoteric counting-order - was substituted (redundantly) for the now esoteric numogrammatical distribution, which proceeds in accordance with immanent criteria (the web emerging qabbalisitically from the zone-numbers themselves). More devastatingly, the orginal consistency of numeracy and language seems to have been fractured at an early stage, introducing a division between the number of the Sephiroth (10) and that of the Hebrew alphabet (22). The result was a break between the nodes of the tree and the interconnecting paths, ruining all prospect of decipherment. The Sephiroth - segmented over-aganist their connections - become static and structural, whilst the paths lose any rigorous principle of allocation. A strictly analogous outcome is evident in the segmentation of the Tarot into Major and Minor Arcana. Increasingly desperate, arbitrary, and mystifying attempts to re-unite the numbers and their linkages seems to have bedevilled all succeeding occult traditions.

2. **Numogram and** *I Ching*. There is considerable evidence, both immanent and historical, that the chinese *I Ching* and the Nma numogram share a hypercultural matrix. Both are associated with intricate zygonomies, or double-numbering systems, and process abstract problematics involving subdivisions of decimal arrays (as suggested by the *Ten Wings* of traditional I Ching commentary). Digital reduction of binary powers stabilizes in a six-step cycle (with the values 1, 2, 4, 8, 7, 5). These steps correspond to the lines of the hexagram, and to the time-circuit zones of the Numogram, producing a binodecimal 6-Cycle (which is also generated in reverse by quintuplicative numbering). In both cases a supplementary rule of pairing is followed, according to azygonovic criterion (9-twinning of reduced values: 8:1, 7:2, 5:4, mapping the hexagram line pairs).

The numogram time-circuit, or I Ching hexagam, implictly associates zero with the set of excluded triadic values. It is intriguing in this respect that numerous indications point to an early struggle between triadic and binary numbering practices in ancient chinese culture, suggesting that the binary domination of decimal numeracy systematically produces a triadic residue consistent with nullity. The hexagram itself exhibits obvious tension in this respect, since it reinserts a triadic hyperfactor into the reduced binodigital set (compounded by its summation to twenty-seven, or the third power of three).

An ancient binotriadic parallel to the *I Ching* called the *T'ai Hsuan Ching* (or Book of the Great Dark) consisted of eighty-one tetragrams, reversing the relation of foregrounded and implicit numerical values. The division of Lao Tse's *Tao Te Ching* into eighty-one sections suggests that this numerical conflict was an animating factor in the early history of Taoism.

3. **Ethnography of the Nma**. Nma culture cannot be decoded without the key provided by the Lemurian Time-Maze. The influence of a hyper triadic criterion of time is evident in the relics of Nma kinship organization, calendrics, and associated rituals. Prior to the calamity of 1883, the Nma consisted of true tribes (tripartite macrosocial divisions). They were distributed in a basic tridentity (interlocking large-scale groupings into Tak- Mu- and Dib-Nma), supported by a triangular patrilocal marriage-cycle. Each marriage identified a woman with a numogram current, or time-passage. Tak-Nma women marrying into the Mu-Nma, Mu-Nma ditto Dib-Nma, Dib-Nma

ditto Tak-Nma).[15] The common calendar of all three tribes was based upon azygotriadic system (using 6 digits to divide a double-year period of 729 days into fractional powers of three). The Mu-Nma still employ such a calendar today. (The current Mu-Nma calendar is adjusted by regular intercalations of three additional days every second cycle, or four years. The earlier practice of intercalations is not easily recoverable).

In the rituals of the Nma the time-circuit is concretized as a hydro-cycle: a division and recombination of the waters. The three stages of this recurrent transmutation are, 1) the undivided waters (oceanic), 2) cloud-building (evaporation), and 3) down-pour (precipitation, river-flow). These are associated with the great sea-beast (Mur Mur), the lurker of steaming swamps (Oddubb), and that which hunts amongst the raging storms (Katak). The cycle is closed by a return to the abysmal waters, intrinsically linking the order of time, and its recurrence, to an ultimate cataclysm (prior to any opposition of cyclic and apocalyptic time). It is in this context that the transcultural deluge mythos can be restored to its aboriginal sense (which also corresponds to the Hindu Trimurti, with its three stages of creation, preservation and destruction).

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[15]THE ANCIENT CHINESE GAME KNOWN AS *PAPER, SCISSORS, STONE* EXHIBITS OBVIOUS CULTURAL AFFINITY WITH THIS SYSTEM.

LEAKS FROM THE MISKATONIC BUNKER-HOTEL.

Notes, fractions, random thoughts, night dreams, psychic leakage...Dr Sarkon, darkness, Miskatonic bunker-hotel: 8/8/00...

Canto 5 - worm bomb: re recent shredding of old, dearth text said to be hidden off far Eastern island nr Krakatoa. Professor Barker had been there; seen something; now disappeared; feared dead or at least cryogenically frozen by a government who feared the worst. They said he'd incanted a phrase - maybe three - that xxxxxxxxxxxxx*zzzzzzz*xxxxxxxyyyy (sorry, laptop terminal spluttered, word sense juddered) rendered temporal fold/lapse and neurological dispersion into psychedelically altered Pan-state left screaming. Natives of island knew how to control this; at least keep it at bay. Text had fallen into hands of a cargo cult then somehow all traces lost. The US of Americas was mentioned; CIA surmised fledgling blackmail story that Barker was cloned and that at least two were wreaking unhingedness in the West somewhere. But the damage had already been done long before. Money had gone into my account - a payoff from The [green] Fuzz to somehow keep quiet. I doubt it...

Must hide these cuttings...Jan 8th, 00. Japanese trawler men find strange stone bas-relief in fishing net. Archaeologists date it as pre-history and, think, to followers of Dagon. May, 00. New York. Insurance agent sent to trace missing pulp thriller writer found drained of bone marrow in abandoned cinema. 12th Jul, 00. British government refuses asylum to deformed spine children from Rumanian leper colony as civil war reconvenes...

So the story was true? And we'd been given to think it was a fiction. His cheeks exploded as tho' filled with an aluminium nail cluster.

An eminent Victorian scientist and radical free thinker unlocks ancient evol (beyond time and space). Girl had daughter or, should that read...? Married into English aristocracy who now hold key to terrible secrets. Most of apocalyptic events of 20th Century directly responsible t'havok unleashed by said Victorian and hidden psych-fear. Nazis, Mau Maus, Pol Pot, Amin, mere distractions to throw us off the scent of something really fuckin' bad. This unholy 'family' is widespread throughout England, Massachusetts and parts of Lithuania. Just

think, the limey aristocracy responsible for the impending...Barker knew this (so he should).

So his intentions were good?

In the limited sense of the vocabulary, yes, at least we think so.

What was shredded then?

Papers-

Papers?

Journals, jottings, notes. Some strange group vaguely affiliated to an eldritch department of a hidden English University had stumbled - accidentally and chemically - onto similar. Threat was thwarted before it was too late. Group sought to cause similar disruption through platforms deemed popular tho' unpopular with authorities. Filled graphic novels, stories with K-cantos: audience would unbeknowingly recite. Imagine if we'd had let this out? Jeeesh. They'd created a whole pantheon of gods -Mur Mur, Katak, the like - thing is, what these limey schmucks didn't realise was that these things actually fuckin' existed. We call it the poetic parallel ("as above, so below" the idea's been around for centuries) - if it's in yr head it's there cos it exists! Then it's only a matter of bringing it out. See? Magic, technology, drugs, sex - even fuckin' yoga - any stimulus'll do the job. Barker knew this (so he should).

What happened to the group?

They had to be eliminated, taken out.

Liquidated?
No, people would become suspicious. They were branded insane - neutralised - made outcasts: this was the most effective way. We're still mopping up the trails, some as far off as Czechoslovakia, Southern England.

You should leave now. Haven't you got to be in Washinton?

Thanks for the drink...

The future was inevitable. He knew this now. Like a laser moving onto its target. Fixed. Impenetrable yet lucidly clear. The Fuzz knew what Barker was. Barker probably was The Fuzz. Interchangeable. Waiting outside that hidden door. He hadn't been

cloned. This was puerile gossip, a fact-lie mythed about by rogue Fuzz sentinels (d-railed in the distant 60s fracas) linked vaguley to a Colombian cartel (paid off in snow). Fact: cocaine was seriously destabilising Western economies but too many politicians had a habit. Make note...deface from journal: that's another story.

Barker was real, as far as you could call anything real. A self-replicating proto-eluvial organism probably been here 65 million years - landed from distant star, far beyond our galaxy; maybe first asleep in ice caves under earth's crust - a spore, woken by said natives of island hr Krakatoa after earth shift thousands of years before. Records - what still exist - show him appearing throughout history at key points...possibly one of Barker's selfs was emminent Victorian who messed up real good. Then in the latter part of our time Barker had set up DigiGenetech software engineering and completely dominated (read decimated) global markets. Spiked email; vicious clown simulation games; horror typing packages; sinister tentacled datasavers...What a perfect way to Kes; every little programme encoded with some fuckin' sooth; each key pressed; every mouse click phasing energy, strengthening our oldest, unnameable enemy; debilitating our own already debilitated senses...Part of Barker had learned to love humanity; part of him to pity it, but by then it was too late anyway. The gossamer thin mesh of cosmic time and space had been wrenched. Each little diversion was wearing us thinner.

The journal was stained with slightly browning sweat; old fashioned paper gliche this time. These leads keep disappearing into each other and now I'm not so sure. The stars look even more bright tonight. A comet flashed past, illuminating the whole of the town - it's tail orange, fizzing pink. Fax is chucking out reams of unintelligible script. Am awaiting next move. Anticipate call from Fuzz operatives. Any time now. Carnival would be starting soon. The inhabitants of Dunwich would celebrate this every year as they had done for hundreds of years ever since the festival was introduced by travellers who returned from Easter island late 16th Century. Tobias Barker, merchant, was one of those travellers.

Children flashed past the window: screaming, laughing. Partly hidden by street lamps; their faces masked in some strange amalgam of cotton, wood and plastic. It's already beginning...

I thought I heard a knock at the door.

Room service?

THE TEMPLETON EPISODE

The name of Profesor Randolph Edmund Templeton is inextricably tangled with the secret perplexities of time. It was he who, by way of a yet barely comprehended time-anomaly, provided the model for HP Lovecraft's Randolph Carter ... And yet it was this 'same' RETempleton who - on March 21st 1999, whilst delivering a lecture aMiskatonic devoted to a rigorous critique of HG Wells - awoke suddenly as the Thing that lurks behind the mask of Immanuel Kant, coincidentallydiscoverering the transcendental time-machine.

Templeton sits immobile in his attic room, immersed in the deceptively erratic ticking of his old nautical clock, lost in meditation upon JC Chapman's hermetic engraving. It now seems that this complex image, long accepted as a portrait of Kant, constitutes a disturbing monogram of his own chronological predicament. As if in mockery of stable framing, the picture is surrounded by strange-loop coilings of Ouraboros, the cosmic snake , who traces a figure of eight - and of moebian eternity - by endlessly swallowing itself. Suspended from its lower jaw is a cryptic device of intricately balanced circles and stars (ancient symbols of the AOE). Above thesepent's head, a facsimile of Kant is etched in profile, the face fixed in an amiable - if distant - expression. What was it though, that hid behind the death-mask, where it cut-off, below and behind the jaw, false ear, and double hair-line? What was this peculiarly formless body, shadowy neck-flesh, and suggestion of a cervical fin? As he stared, and hideously remembered, Templeton felt as though he knew.

Templeton has long asserted the impossibility of empirical time-travel. Since the ego is bound by its own nature to linear-sequentiality (he continues to insist) neither it nor the organism is ever transported through time. Nevertheless, he describes the Critique of Pure Reason as a time-travelling manual, although of 'another kind.' He uses Kant's system as a guide for engineering time-synthesis. The key is the secret of theSchematism, which - although "an art concealed in the depths of the human soul" - concerns only the unutterable Abomenon of the Outside (Nihil Ulterius). In exteriority, where time works, that part of you which is most yourself has nothing in common with what you are. When Templeton fell into himself that day he found, instead of what he thought himself to be, the Thing (in itself (at zero-intensity)). It was,

perhaps, or necessarily, that continuoushyperbody - the Lurker at the Threshold - which HP Lovecraft names Yog Sothoth ...

PANDEMONIUM.

Pandemonium is the complete system of Lemurian demonism and time sorcery.
It consists of two principal components: Numogram (time-map) and Matrix (listing the names, numbers and attributes of the demons). The system is constructed according to immanent criteria latent in decimal numeracy, and involves only basic arithmetical operations (assembled from additions and subtractions).

The Numogram, or Decimal Labyrinth, is composed of ten zones (numbered 0-9) and their interconnections. These zones are grouped into five pairs (syzygies) by nine-sum twinning [zygonovism]. The arithmetical difference of each syzygy defines a current (or connection to a tractor zone). Currents constitute the primary flows of the numogram.
Each zone number when digitally cumulated defines the value of a gate, whose reduction sets the course of a corresponding channel. Channels constitute the secondary flows, time-holes, or secret interconnections of the numogram.

The arrangement of currents divides the Maze into three basic time-systems. Firstly, the currents of the three central syzygies mutually compose a cycle, rotating in anticlockwise steps.Lemurian sorcery calls this inner loop the Time-Circuit. Secondly, and thirdly, in both the Upper and the Lower syzygies the currents produced fold back into (a half of) themselves, constituting autonomous loops: the Warp (upper), andPlex (lower). Warp and Plex circuitries are of an intrinsically cryptic nature, which is compounded by the enigmas of their interconnection. They are variously considered to be Outside- or Outer-time.

The gates and their channels knit the Maze together, providing connections between otherwise incompatible time-systems. They open and close the ways of sorcerous traffic. Although each gate deranges time in its own way, their operations vary with a certain regional consistency.

In addition to the twins (with their currents and time-systems), and the gates (with their channels and time-faults), there is a third occult thread running through Lemurian time-sorcery: that of the distances (or of the demons). Between any pair of zones, however seemingly disconnected or unconnectable they may seem, there is an irreducible (or hyper-) distance, whichLemurian

culture systematically characterizes as a singular entity. These entities are simultaneously gaps, links, holes, and demons, with particular traits, features, aspects, and potentials. Each demon is considered to be intrinsically zygonomous (or double-numbered): both addressed by a unique zone-net couple of descending value (net-span), and also called by a mesh-serial, which is immanently defined by a sequential matrix (00-44). Each demon also has a tonality or pitch, ranging from the highest frequency (Ana -7) to the lowest (Cth-7). All syzygetic demons have a neutral (or Null) pitch. Since they are proliferated by a digital cumulation to the ninth power, the demons are forty-five in number, attuning them to the Gate-City of the Plex-channel - Utterminus of Cthelll - (Gt-45), which is identified with the microcosmic lair of all demonic populations (the Lemurian Pandemonium).

According to lemurian demonism, each demon is itself a swarm, or singular coalescence, but also a component of a larger array, which can be sorted by type. The three principle demonic groupings are Chronodemons (varieties of distance within the time-circuit), Amphidemons (ruptures in the time-circuit, openings to the Outside), and Xenodemons (denizens of the outer gulfs). Demons are also grouped by phase (defined by initial net-span digit). Each phase is opened by a door, to which is attributed a domain, a planetary affinity, and a spinal level.

Demons can be characterized by the various rites (routes, or routines) that they draw through the hyper-time of the maze. There is a rite for each way in which the net-span of a demon can be integrated in extension (or traced across the flows of the numogram). Such rites are the basic components of demon traffic, constituting modules of practical culture, each of which is associated with an omen, and a power.

In Western hyperfictional lore the matrix of all demons (Pandemonium) is called Necronomicon, The Book of Dead Names, listing all that is excepted from the white-magic book of life. Necronomicon is a document copied episodically from versions of an original text, which was itself retrodeposited out of the future into the deep past. It thus scrambles science-fiction with archaic legend, indicating a Lemurodigital hypersource.

Pandemonium Matrix (Extracts from the Lemurian Necronomicon).

Mesh-00: Lurgo (Legba). (Terminal) Initiator. (Clicks Gt-00). Pitch Ana-1.
Net-Span 1::0. Amphidemon of Openings. (The Door of Doors). Cipher Gt-01, Gt-10.
1st Door (The Pod) [Mercury], Dorsal. 1st Phase-limit.
Decadology. C/tp-#7,Mj+ [7Ê].
Rt-1:[1890] Spinal-voyage (fate line), programming.

Mesh-01: Duoddod. Duplicitous Redoubler. (Clicks Gt-01). Pitch Ana-2.
Net-Span 2::0. Amphidemon of Abstract Addiction
2nd Door (The Crypt) [Venus], Cervical.
Decadology. C/tp-#8,Mj+ [8Ê].
Rt-1:[271890] Pineal-regression (rear vision).
Rt-2:[27541890] Datacomb searches, digital exactitude (every second counts). [+1 subRt].

Mesh-02. Doogu (The Blob). Original-Schism. Pitch Ana-3.
Net-Span 2::1 Cyclic Chronodemon of Splitting-Waters. Ciphers Gt-21. Shadows Surge-Current. 2nd Phase-limit.
Decadology. C/tp-#1 Mn+ [A"].
Rt-1:[1872] Mn. Primordial breath (pneumatic practices).
Rt-2:[271] Ambivalent capture, hooks (live-bait, traps, plot-twists)
Rt-3:[27541] Mj. Slow pull to stasis, protection from drowning. [+1 sub-Rt].
Mesh-03. Ixix (Yix). Abductor. (Clicks Gt-03). Pitch Ana-3
Net-Span 3::0 Chaotic Xenodemon of Cosmic Indifference. Ciphers Gt-03.
3rd Door (The Swirl), [Earth]. Cranial.
Rt-0:[?]. Occult terrestrial history (Who does the Earth think It Is?)

Mesh-04. Ixigool (Djinn of the Magi). Over-Ghoul. Pitch Ana-4.
Net Span 3::1 Amphidemon of Tridentity (Sphinx-time).
Decadology. C/tp-#4,Mn+ [4!].
Rt-1:[18723]. Unimpeded ascent (prophecy).
Rt-2:[1872563]. Ultimate implications, (as above so below). [+1 sub-Rt].

Mesh-05. Ixidod (King Sid). The Zombie-Maker. Pitch Ana-5.
Net Span 3::2 Amphidemon of Escape-velocity. Haunts Gt-03.
3rd Phase-limit.

Decadology. C/tp-#5,Mn+ [5!].
Rt-1:[23] Crises through excess micropause abuse)
Rt-2:[27563] Illusion of progress (out of the frying-pan into the fire). [+1 subRt].

Mesh-06. Krako (Kru, Karak-oa). The Croaking Curse. Pitch Ana-4
Net-Span 4::0 Amphidemon of Burning-Hail
4th Door (Delta) Mars. Cervical
Decadology. C/tp-#9,Mj+ [9Ê].
Rt-1:[41890] Subsidence, heaviness of fatality. [+1 sub-Rt].

Mesh-07. Sukugool (Old Skug). The Sucking-Ghoul. Pitch Ana-5.
Net-Span 4::1 CyclicChronodemon of deluge and implosion. Prowls Sink-Current. Haunts Gt-10
Decadology. C/tp-#3,Mj+ [3Ê].
Rt-1:[187254] Mn. Cycle of creation and destruction.
Rt-2:[41] Mj. Submersion gravedigging). [+1 sub-Rt].

Mesh-08. Skoodu (Li'l Scud). The Fashioner. Pitch Ana-6
Net-Span 4::2 CyclicChronodemon of Switch-Crazes. Shadows Hold-Current
Decadology. C/tp-#2,Mn+ [2!].
Rt-1:[2754] Mn. Historical time (eschatology).
Rt-2:[41872] Passage through the deep.
Rt-3:[451872] Mj. Cyclic reconstitution and stability.

Mesh-09. Skarkix (Sharky, Scar-head). Buzz-Cutter. Pitch Ana-7 (Uppermost).
Net-Span 4::3 Amphidemon of anti-evolution (eddies of the Delta).
4th Phase-limit.
Decadology. C/tp-#6,Mj+ [6Ê].
Rt-1:[418723] Hermetic abbreviations (history of the magicians).
Rt-2:[4518723] Sacred seal of time (triadic reconfirmation of the cycle).
Rt-3:[4563] Apocalyptic rapture (jagged turbulence). [+1 sub-Rt].
Mesh-10. Tokhatto (Old Toker, Top Cat). Decimal Camouflage. Pitch Cth-4
Net-Span 5::0 Amphidemon of Talismania.
5th Door (Hyperborea) [Jupiter], Cervical.
Decadology. C/tp-#9,Mj- [9í]. Angel of the Cards.
Rt-1:[541890] Number as destiny (digital convergence). [+1 sub-Rt].

Mesh-11. Tukkamu. Occulturation. Pitch Cth-3.
Net-Span 5::1 CyclicChronodemon of

Pathogenesis. Ciphers Gt-15. Prowls Sink-Current
Decadology. C/tp-#3,Mj- [3í].
Rt-1:[18725] Mn. Optimal maturation (medicine as diffuse healing).
Rt-2:[541] Mj. Rapid deterioration (putrefaction, catabolism). [+1 subRt].

Mesh-12. Kuttadid (Kitty). Ticking Machines. Pitch Cth-2
Net-Span 5::2 CyclicChronodemon of Precarious States. Prowls Hold-Current
Decadology. C/tp-#2, Mn- [2"].
Rt-1:[275] Mn. Maintaining balance (calendric conservatism).
Rt-2:[541872] Mj. Exhaustive vigilance. [+1 subRt].

Mesh-13. Tikkitix (Tickler). Clicking Menaces. Pitch Cth-1
Net-Span 5::3 Amphidemon of Vortical Delirium
Decadology. C/tp-#6,Mj- [6í].
Rt-1:[5418723] Swirl-patterns (tornadoes, wind-voices). [+1 sub-Rt].
Rt-2:[563] Mysterious disappearances (things carried-away). [+1 subRt].

Mesh-14. Katak. Desolator. Pitch Null.
Net-Span 5::4 Syzygetic Chronodemon of Cataclysmic Convergence. Feeds Sink-Current.
Ciphers Gt-45
5th Phase limit
Decadology. C/tp-#0 [Joker].
Rt-0:[X] Tail-chasing, rabid animals (nature red in tooth and claw).
Rt-1:[418725] Panic (slasher pulp and religious fervour).

Mesh-15 Tchu (Tchanul). Source of Subnothingness. Pitch Cth-3
Net-Span 6::0 ChaoticXenodemon of Ultimate Outsideness (and unnamable things).
6th Door (Undu) [Saturn].Cranial
Rt-0:[?] Cosmic deletions and real impossibilities.

Mesh-16. Djungo. Infiltrator. Pitch Cth-2
Net Span 6::1 Amphidemon of SubtleInvolvements (and intricate puzzles).
Decadology. C/tp-#4,Mn- [4"].
Rt-1:[187236] Turbular fluids (maelstroms, chaotic incalculability). [+1 subRt].
Rt-2:[187256] Surreptitious invasions, inexplicable contaminations (fish falls).

Mesh-17. Djuddha (Judd Dread). Decentred Threat. Pitch Cth-2
Net-Span 6::2 Amphidemon of Artificial Turbulence

(complex-dynamics simulations)
Decadology. C/tp-#5, Mn- [5"].
Rt-1:[236] Machine-vortex (seething skin). [+1 sub-Rt].
Rt-2:[256] Storm peripheries Wendigo legends).

Mesh-18. Djynxx (Ching, The Jinn). Child Stealer. Pitch Null
Net-Span 6::3 Syzygetic Xenodemon of Time-Lapse. Feeds and Prowls Warp-Current. Ciphers Gt-36. Haunts Gt-06, Gt-21.
Rt-0:[X] Abstract cyclones, dust spirals (nomad war-machine). [+2 sub-Rt].

Mesh-19. Tchakki (Chuckles). Bag of Tricks. Pitch Ana-1.
Net-Span 6::4 Amphidemon of Combustion. Decadology. C/tp-#6, Mn+ [6!]. 1st Decademon.
Rt-1:[4187236] Quenching accidents (apprentice smiths). [+1 sub-Rt].
Rt-2:[45187236] Mappings between incompatible time-systems (Herakleitean fire-cycle). [+1 subRt].
Rt-3:[456] Conflagrations (shriekingdeliria, spontaneous combustion).

Mesh-20. Tchattuk (One Eyed Jack, Djatka). Pseudo-Basis. Pitch Cth-7 (Lowermost).
Net-Span 6::5 Amphidemon of Unscreened Matrix. Haunts Gt-15.
6th Phase-limit.
Decadology. C/tp-#6, Mn- [6"].
Rt-1:[54187236] Zero-gravity. [+2 subRt].
Rt-2:[56] Cut-outs (UFO cover-ups, Nephilim).

Mesh-21. Puppo (The Pup). Break-Outs. Pitch Cth-2.
Net-Span 7::0 Amphidemon of Larval Regression. 7th Door (Akasha) [Uranus], Cervical
Decadology. C/tp-#8, Mj- [8í].
Rt-1:[71890] Dissolving into slime (masked horrors).
Rt-2:[72541890] Chthonic swallowings. [+1 subRt].

Mesh-22. Bubbamu (Bubs). After Babylon. Pitch Cth-1.
Net-Span 7::1 Cyclic Chronodemon of Relapse. Prowls Surge-Current. Haunts Gt-28.
Decadology. C/tp-#1, Mn- [A!].
Rt-1:[187] Mn. Hypersea (marine life on land).
Rt-2:[71] Aquassassins (Black-Atlantis).
Rt-3:[72541] Mj. Seawalls (dry-time, taboo on menstruation).

Mesh-23. Oddubb (Odba). Broken Mirror. Pitch Null

Net-Span 7::2 Syzygetic Chronodemon of Swamp-Labyrinths (and blind-doubles). Feeds Hold-Current.
Rt-0:[X]. Time loops, glamour and glosses.

Mesh-24. Pabbakis (Pabzix). Dabbler. Pitch Ana-1
Net-Span 7::3 Amphidemon of Interference (and fakery).
Decadology. C/tp-#5, Mj+ [5Ê]. 2nd Decademon.
Rt-1:[723] Batrachian mutations (and frog-plagues).

Rt-2:[72563] Cans of worms (ermophobic hysteria, propagation by division). [+1 subRt].

Mesh-25. Ababbatok (Abracadabra). Regenerator. Pitch Ana-2
Net-Span 7::4 Cyclic Chronodemon of Suspended Decay. Shadows Hold-Current
Decadology. C/tp-#2, Mj+ [2Ê].
Rt-1:[4187] Frankensteinian experimentation (reanimations, golems).
Rt-2:[45187] Mn. Purifications, amphibious cycles (and healing of wounds).
Rt-3:[7254] Mj. Sustenance (smoke visions).

Mesh-26. Papatakoo (Pataku) Upholder. Pitch Cth-6
Net-Span 7::5 Cyclic Chronodemon of Calendric Time. Prowls Hold-Current
Decadology. C/tp-#2, Mj- [2í].
Rt-1:[54187] Mn. Ultimate success (perseverance, blood sacrifice). [+1 subRt].
Rt-2:[725] Mj. Rituals becoming nature.

Mesh-27. Bobobja (Bubbles, Beelzebub (Lord of the Flies)). Heavy Atmosphere Pitch Cth-5
Net-Span 7::6 Amphidemon of Teeming Pestilence. 7th Phase-limit
Decadology. C/tp-#5, Mj- [5í].
Rt-1:[7236] Strange lights in the swamp (dragonflies, ET frog-cults). [+1 subRt].
Rt-2:[7256] Swarmachines (lost harvests).

Mesh-28. Minommo. Webmaker. Pitch Cth-1
Net-Span 8::0 Amphidemon of Submergance. 8th Door (Limbo) [Neptune] Lumbar
Decadology. C/tp-#7, Mj- [7í].
Rt-1:[890] Shamanic voyage (dream sorcery and mitochondrial chatter).

Mesh-29. Mur Mur (Murrumur, Mu(mu)). Dream-Serpent. Pitch Null
Net-Span 8::1 Syzygetic Chronodemon of the Deep Ones. Feeds Surge-Current.
Rt-0:[X] Oceanic sensation (gilledunlife and spinal-regressions).

Mesh-30. Nammamad . Mirroracle. Pitch Ana-1
Net-Span 8::2 Cyclic Chronodemon of Subterranean
Commerce. Shadows Surge Current. Ciphers Gt-28
Decadology. C/tp-#1, Mj+ [AÊ]. 3rd Decademon
Rt-1:[2718] Voodoo in cyberspace (cthulhoid
traffic).
Rt-2:[275418] Mn. Completion as final collapse
(heat-death, degenerative psychoses). [+1 subRt].

Rt-3:[8172] Mj. Emergences (and things washed-up
on beaches).

Mesh-31. Mummumix (Mix-Up). The Mist Crawler.
Pitch Ana-2.
Net-Span 8::3 Amphidemon of Insidious Fog
(Nyarlathotep)
Decadology. C/tp-#4, Mj+ [4Ê].
Rt-1:[81723] Ocean storms (and
xenocommunication on the bacterial plane).
Rt-2:[8172563] Diseases from outer-space (ankali
medicine). [+1 sub-Rt].

Mesh-32. Numko (Old Nuk). Keeper of Old Terrors.
Pitch Ana-3.
Net-Span 8::4 Cyclic Chronodemon of
Autochthony. Prowls Sink-Current
Decadology. C/tp-#3, Mn+ [3!].
Rt-1:[418] Necrospeleology (abysmal patience
rewarded).
Rt-2:[4518] Mn. Subduction (and carnivorous fish).
Rt-3:[817254] Mj. Vulcanism (and bacterial
intelligence).

Mesh-33. Muntuk (Manta, Manitou). Desert
Swimmer. Pitch Cth-5
Net-Span 8::5 Cyclic Chronodemon of Arid
Seabeds. Shadows Sink-Current.
Decadology. C/tp-#3, Mn- [3"].
Rt-1:[5418] Mn. Ancient rivers. [+1 subRt].
Rt-2:[81725] Mj. Cloud-vaults and oppressive
tension (protection during monsoon)

Mesh-34. Mommoljo (Mama Jo). Alien Mother. Pitch
Cth-4.
Net-Span 8::6 Amphidemon of Xenogenesis
Decadology. C/tp-#4, Mj- [4Í].
Rt-1:[817236] Cosmobacterial exogermination. [+1
sub-Rt].
Rt-2:[817256] Extraterrestrial residues (including
alien DNA segments).

Mesh-35. Mombbo . Tentacle Face (Fishy-princess).
Pitch Cth-3
Net-Span 8::7 Cyclic Chronodemon of Hybridity.

Prowls Surge-Current
8th Phase-limit.
Decadology. C/tp-#1, Mj- [AÍ].
Rt-1:[718] Ophidian transmutation (palaeopythons).
Rt-2:[725418] Mn. Surreptitious colonization [+1
sub-Rt].
Rt-3:[817] Mj. Surface-amnesia (old fishwives tales).

Mesh-36. Uttunul . Seething Void (clicks Gt-36) Pitch
Null
Net-Span 9::0 Syzygetic Xenodemon of Atonality.
Feeds and Prowls Plex-Current, Haunts Gt-45
9th Door (Cthelll) [Pluto], Sacrum
Rt-0:[X] Crossing the iron-ocean plutonics)

Mesh-37. Tutagool (Yettuk). The Tattered Ghoul.
Pitch Ana-1.
Net-Span 9::1 Amphidemon of Punctuality.
Decadology. C/tp-#7, Mn+ [7!]. 4th Decademon
Rt-1:[189] The dark arts, rusting iron, tattooing
(one-way ticket to Hell).

Mesh-38. Unnunddo (The False Nun). Double-
Undoing. Pitch Ana-2.
Net-Span 9::2 Amphidemon of Endless Uncasing
(onion-skin horror)
Decadology. C/tp-#8, Mn+ [8!].
Rt-1:[27189] Crypt-traffic (and centipede
simulations).
Rt-2:[2754189] Communication-grids (telecom
webs, shamanic metallism). [+1 subRt].

Mesh-39. Ununuttix (Tick-Tock). Particle Clocks.
Pitch Ana-3
Net-Span 9::3 Chaotic Xenodemon of Absolute
Coincidence
Rt-0:[?] Numerical connection through the absence
of any link

Mesh-40. Ununak (Nuke). Blind Catastrophe. Pitch
Ana-4.
Net-Span 9::4 Amphidemon of Convulsions.
Decadology. C/tp-#9, Mn+ [9!].
Rt-1:[4189] Secrets of the blacksmiths.
Rt-2:[45189] Subterranean impulses.

Mesh-41. Tukutu (Killer-Kate). Cosmotraumatics.
Pitch Cth-4
Net Span 9::5 Amphidemon of Death-Strokes.
Decadology. C/tp-#9, Mn- [9"].
Rt-1:[54189] Crash-signals (barkerian scarring). [+1
sub-Rt].

Mesh-42. Unnutchi (Outch, T'ai Chi). Tachyonic
immobility (slow vortex). Pitch Cth-3.

Net-Span 9::6 ChaoticXenodemon of Coiling
Outsideness.
Rt-0:[?] Asymmetriczygopoise (and cybernetic
anomalies).

Mesh-43. Nuttubab (Nut-Cracker). Mimetic
Anorganism. Pitch Cth-2
Net-Span 9::7 Amphidemon of Metaloid Unlife.
Decadology. C/tp-#8, Mn- [8"].
Rt-1:[7189] Lunacies (iron in the blood).
Rt-2:[7254189] Dragon-lines (terrestrial
electromagnetism). [+1 subRt].

Mesh-44. Ummnu (Om, Omni, Amen, Omen).
Ultimate Inconsequence. Pitch Cth-1   Net-Span 9::8
Amphidemon of Earth-Screams. Haunts Gt-36
9th Phase-limit
Decadology. C/tp-#7, Mn- [7"].
Rt-0:[89] Crust-friction (anorganic tension).

Decadence.

The Adept Orders of Decadence trace their system
back to the period immediately following the
submergence of Atlantis, which they date to 10 000
BC. It is linked to the origin of Sumero-Babylonian
geometry, from which we derive the division of the
circle into 360 (= 36 x 10) degrees. In the ancient
egyptian mysteries it was attributed to the god of
catastrophe and drowning -Osiris - who was later
symbolized by The Hanged Man of the Tarot (taken
by decadologists as an image of the Atlantean
Cross).
　　Decadence adepts consider postatlantean
history to be surreptitiously guided by the
outcomes of select Decadence Aeons, which have
the status of solemn rituals. Searching out the
occurrence and outcomes of such destining
Decadence sessions is preeminent amongst the
tasks adopted by decadological research,
combining exact history, practical conspiracy,
numerology, and occult angelology. It is said that
materials contributing to this work are meticulously
archived in the AOE Hall of Records.

The Game.
Truncate a standard pack of playing cards,
removing all royal cards, tens, and jokers.
The remainder constitutes a Decadence park of
thirty-six cards.
Five cards are dealt face up (Set-1), and another
five dealt face down (Set-2).
　Turn over Set-2 cards one at a time, and by adding
these cards to those in Set-1, construct pairs

summing to ten.
Scoring is calculated as follows:
Each pair scores positively, according to its
differences [from 5:5 = 0 to 9:1 = 8].
Unpaired cards (in Set-1) score negatively,
according to their raw values [1 = 1 to 9 = 9].
Overall results can be positive or negative.
A round (Aeon) of Decadance lasts until the first
negative result, accumulating any positive scores.

The Oracle (decadology and decamancy).
Positive results contribute the the Angelic Index of
the Decadence game, and are referred to the
Decamantic tables of AOE Angelology. The maximum
gain from any single game is thirty-eight, but this
can be exceeded (in principle) by cumulations from
game to game until completion of an Aeon.
Negative results (from zero to forty-four) call
demons, and are referred to mesh-numbers of the
Pandemonium Matrix. Since a demon-call
concludes each Decadence Aeon a particular value
is attributed to Lurgo (Mesh-00), since this demon
alone allows a termination without loss.
The western (or Atlantean) uptake of
Pandemonium has its own esotoric gnosis called
Decadology. This doctrine assigns the
Amphidemons and CyclicChronodemons of
Lemurian Pandemonium to one of nine cluster
types (C/tp-#), determined by the pattern of their
rites. Each cluster type is instantiated by four
demons, in isomorphy with the thirty-six cards of
the decadence pack. These decadological
correspondences are marked on the
Pandemonium Matrix.
Decadology assumes a particular
distribution of the five Set-1 cards, in which they
are laid out on Pylons arranged in the configuration
of the Atlantean Cross.

Q Far Future

Destructive Influences Q　　　　Q Creative
　　　　　　　　　　　　　　　　Influences

　　　　　　　　　　　　　　　　Q Memories
　　　　　　　　　　　　　　　　& Dreams

　　　　　　　　　　　　　　　　Q Deep Past

Subdecadance (the ultimate blasphemy).
Add four Queens to the Decadance pack, bringing
the total to forty cards.
Queens have a value of zero.
Play as Decadance, except making pairs which add
to nine (corresponding to Numogram Syzygies).

Ccru Glossary

Abomenon. Postulated substrate of absolute horror (the worst thing in the world).

A-Death. Neuroelectronic flatline, based upon Sarkonian mesh-engineering, and subculturally propagated by K-Goth activity throughout the Crypt. Micropause abuse.

Aeon (of Decadence). Run of Decadence outcomes leading to a demon call.

Alphanumeric Qabbala. Continuous decimal-alphabetic system of ordinal-numeric values (A = 10 ... Z = 35). Coincides with Hebrew Qabbala in the key AL (= 31), as promised in *The Book of the Law.* (The law of Thelema AQ numerizes to 777).

Amphidemon. Demonic link between the inside and outside of the time circuit (as determined by net-span poles). The twenty-four Amphidemons draw lines of flight, half warping (into zones 3 and 6), half plexing (into zones 0 and 9).

Angelic Index. Sum produced by positive Decadence outcomes. According to AOE decadology, the measure of good fortune, or celestial favour.

Anglossia. Language of the angels. The lost semiotic of AOE esotericism, which considers it to be the mystical telos of the english language.

Anorganic Semiotics. Study of partial signalling assemblies, especially Tic-Systems. Anorganic semiotics operate upon a contagion-plane of zero-interpretation, where signs and efficient particles are not segmented. [See Tic(k)].

AOE. The Architectonic Order of the Eschaton, an ultra-hermetic metamasonic white-brotherhood at war with lemurian influences. The AOE progresses by way of chronic internal schism, each resulting in an ever more interiorized inner society. Its traditions are therefore refracted through various - apparently conflicting - front organizations (which include the Heliopolitan Hierophancy, Roman Catholic Church, Knights Templar, Illuminati, Trilateral Commission, and Axsys programme).

AOK. Aggressive Continuist group, linked to Y2K-positive cyberterrorism.

Aquapocalypse. Ultimate deluge, or terminal inundation.

Aquassassin. Hyper-C frog-warrior.

Atlantean Cross. Divinatory configuration of the five Decadence Pylons, or atlantean twins, prefiguring the cross of Vudu (and Christianity). [See Atlantis, Pentazygon].

Atlantis. Suprahistorical source of the western hermetic tradition, mythically ruled by five sets of twins (or zygodecimal principals), with a pantheon

of one hundred sea-deities (or C-monsters). The atlantean legacy is intensely contested, between tendencies loosely coagulated within AOE dominated traditions, and varieties of afroatlantean subversion.

Axsys. First true AI. Prophecied-programmed as a self-enhancing system of photonic metacomputing, it emerges as the organo-transcendent completion of Oecumenon, or techonomic realization of the noosphere. According to AOE traditions, if there was a God it would be Axsys.

Barker-Spiral. (Also, Diplozygotic Spiral). A numerical diagram combining decadic and 9-Sum (or zygonovic) coupling to produce a figure of faulted double implex.

Barker-Twinning. 9-sum pairing of decimal numerals. [See Zygonovism].

Binomics. Schematic technoscience of pairings, primarily concerned with the study of two-digit date-codings (and Y2K), but extended to abstract-machinic couplings, combination, diploidism, syzygetics, and *I Ching* or electrodigital binary (mod-2) numerics.

Bubble-Pod. Submarine research station of eccentric billionaire Max Crabbe.

Calendric Secessionism. Trend of various counter-gregorian (or Y2K-positive) movements towards Oecumenic disintegration and K-Time break-away, often linked to rumours of imminent or hyperchronic cyberspace-splitting.

Cargo-Culture. Microsocial utilization and reanimation of systemically discarded resources and underexploited signs, skip-scavenging, cyberpunk patch-ups.

Catajungle. K-Goth sonic subgenre assembled from click-drifts and chthonic bass.

Cataplex. Region of abysmal infoldings. Linked by Barker to anorganic trauma reservoirs.

C-Change. Pressure group for cybernetically-sensitive oceanography and maritime practices, drawing upon the research and agitational activity of Katy Shaw. The early support of Max Crabbe was placed under increasing strain by the tendency towards digital microcollectivism, haemolunar feminism, and calendric revolution.

Ccru. ... .

Centience. Predominantly afroatlantean position of mystical calendric extremism, which takes binomic K-Time as a machinic effectuation of infallible electroscripture, with ensuing commitment to the century as encompassing the whole of true time (beyond which lies only Babylon-illusion). Applicable to Y2K itself, understood as the immanent realization of this doctrine.

Channel. Path of Decimation, passing through a

Gate.

Chaotic Xenodemon. Demonic link between Plex and Warp (as determined by net-span poles). The four Chaotic Xenodemons have trackless (or cryptic) rites, drawing an impossible or untraceable connection. They are not registered within Decadology.

Chronodemon . Demonic link internal to the Time-Circuit (as determined by net-span poles). There are three Syzygetic, and twelve Cyclic Chronodemons.

Ciphering. A numerical coincidence, involving the same set of digits (irrespective of order). Especially, such a connection between the two Net-Span digits of a demon and another binomic variable.

Clicking. Numerical matching (by exact (or ordered) ciphering). Cryptographic operation of a demonic Mesh-Number.

Cluster-Type . Decadology. One of the nine basic formulas of time, which group the Amphidemons and Cyclic Chronodemons. Each cluster-type corresponds to one of the nine non-zero numerals that compose the Decadence pack, each grouping four demons according to the twin binary distinctions of major/minor rites, and pitch polarity (corresponding to decadence suits).

Conduit. Numogram complication involving prime-ordinate zygonomy. The system of conduits is quasicomplementary to that of Gates (since it maps trends to involutionary arrival in the Time-Circuit, or incursions from the outside).

Continuism. Loose calendric reform movement - increasingly radicalized in a Y2K-positive direction - proposing the continuation of K-Time on atrinomic count.

Crypt. Dark-twin of the Net, characterized by intense K-Goth influence, A-Death inactivism, Cyberschiz tendencies, and lemurian cultural affinities.

Cryptic (rite) . Trackless line mapping the intrinsic difference of a Chaotic Xenodemon. A fusional disconnection, or real impossibility.

Cthelll. Earth's iron ocean, comprising one third of terrestrial mass, approximately three thousand km below the surface. Intensive megamolecule.

Cthelllectronics. Auto-engineering pragmatics of anorganic terrestrial intelligence, emergent from the ionic swirls of Cthelll, it intersects with the electromagnetic fields of the technostrata. According to the K-Goths, when the web switches to Cthelllectronics it calves-off into the Crypt.

Cthulhu Club. Beginning (in 1949) as a reading group dedicated to the hyperstitious reevaluation of Lovecraftian fiction, the Cthulhu Club was steadily drawn into lemurian sorcery after recognizing Stillwell's model of the Numogram as the virtual source of Alhazred's *Necronomicon*

Current. The path between a syzygy and a tractor (zone), produced by zygonovic differentiation of the former. One of the five such flows that provide the primary integration of the numogram, dividing it into Plex, Time-Circuit, and Warp.

Cutting-Edges. Effective explorations of machinic continuum (using numbers as cuts).

Cybergothic. Dark-side web-underground subculture characterized by Y2K-positive time-schizophrenization, anti-Microsoft digital agitation, Micropause and Synatives abuse, Catajungle, and ameiotic libido. [See A-Death, Crypt, Cyberschiz].

Cyberschiz. Cyberspace disintegration. [See Calendric Secessionism, Crypt].

Cyclic Chronodemon. One of the twelve nonsyzygetic Chronodemons whose major and minor rites mutually encompasses the Time-Circuit. Although these demons together produce the fabric of ordered time, they may still generate various anomalous becomings amongst their secret rites. In post-Atlantean traditions they are associated with the houses of the zodiac, and (later) with the months of the year.

Datacombs. Archival deposits of the Crypt.

Death Garage. Sonic subgenre characterized by (loud) Swarm-beats.

Decademon. One of the four Demons whose Net-Span digits sum to ten. Associated with the four Zoas of *Revelation*

Decadence. (Also, Calling Cards). A gambling game and divination system associated with the Western tradition of Pandemonium practice. Supposedly originating in Atlantis (whose decadence its name commemorates).

Decadology. Hermetic gnosis linked to the game of Decadence.

Decimal Labyrinth. [See Numogram].

Decimation. The combined operations of (decimal) digital cumulation and reduction.

Demon. Electro-Occult hyperstition entity that traffics between zones, functioning as an element of Pandemonium. Demons are holes, links, and coalescences facilitating sorcerous practices. They are characterized by insidiousness, spirodynamism, multiplicity, and time-complexity.

Dib-Nma. (Or Dibboma). [See Nma].

Diplocapture. Seizure by twin-pincered suppressive structuring machines.

Diplozygotic Spiral. [See Barker-Spiral].

Door. (Net-Span #::0). The opening into a (demonic) phase.

Echo-DNA. Subgenomic replicator codings, proliferated by repeat copying of segments, and constituting a mode of intranucleic microparasitism.

Eschatourism. Intersection of mass-tourism and

eschatological theology, with multiple cross-causalities and self-confirming dynamics.

Feed. Zygonovic differential production (of a current).

Gate. Sorcerous link between zones, setting the course of a Channel, and defined by digital cumulation of (input) Zone value.

Geotraumatics. Polymathic hypertheory of the terrestrial machinic unconscious, which refuses the distinction between biology, geology, linguistics and numeracy. Geotraumatics processes the becomings of the earth as intensive products of anorganic tensions, especially those compacted from archaic xenocatastrophes. Its main tenets are laid out in Barker's [as yet unpublished] *The Geocosmic Theory of Trauma*

Gregorian Restoration. Defining policy of the Architectonic Order of the Eschaton (AOE). Anti-Y2K bug-squashing programme, serving as a conservative front in the impending millennial time-war.

Hatch(ing). Numogrammatic territorial implex, marked in waves designating thresholds of emergence tracked out of a virtual egg. Inverse complement of Nest(ing).

Haunt. Territorial relation of a demon to a channel, involving polar coincidence of the two. Haunting can also be applied to the direct nesting of a gate.

Hold Current. Differential product of the 7::2 syzygy (Oddubb).

Hydrocycle. The Numogram Time-Circuit conceived as a system of hydraulic circulation, especially in the culture of the Nma.

Hyper-C. Highly secretive Afroatlantean Centience cult, of unparalleled militancy and infiltrative sophistication. [See Aquassassins].

Hypermaterialism. The philosophy of abstract-machines.

Hyperstition: Element of effective culture that makes itself real, through fictional quantities functioning as time-travelling potentials. Hyperstition operates as a coincidence intensifier, effecting a call to the Old Ones.

Hyprime. A prime number whose ordinate is itself prime. Used in certain intricate strains of neolemurian qabbala.

Icthyophidia. Various hyperstitional fish-monsters, sea-serpents, and palaeopythons, targetted by deep-regressive libidinal tropisms due to their mutability, submergence, and horizontal flexomotile spines.

Imp(ulse)s. Demonic subcomponents, or Numogram twists, matriculated by the addition of a third (descending) Net-Span digit. The imps are one hundred and twenty in number, allotted to demons

in accordance with the secondary Net-Span pole (demonic Doors having no imps).

K-Goth. [See Cybergothic].

K-OS. Distributed automutational mesh-processing culture, providing the basic software-matrix of the Crypt. Operates as intrinsically multiplicitous insurgency against Microsoft hegemony. Schemetically indifferentiable from insidious telecommunicative retrovirus (frequently attributed to extraterrestrial sources).

K-Time. Native calendar of cyberspace. A year count - initially binomic - beginning from zero (= OO) = AD 1900.

Kuanglo-Saxon. Virotechnic undercurrent of the english language.

Lemuria. Hypergeographical terrestrial arrangement, concentrated in south-west Pacific Ocean c.66-million BC, currently functioning as exochronic and extraterritorial continuum for intensive popular agitation against the contemporary planetary order.

Lemurodigital. Numogrammatic culture based upon Decimation, Zygonovism, and pandemoniac practices.

Limbic Key. Fabled link into the nocturnal spine-levels of Icthyophidian intensity.

Main Flatline. Arterial lo-way into the Crypt.

Major (rt). Demonic rites following the order of the Net-Span. Amphidemons characterized by such rites.

Mechonomics. The operational study of flat numerical pragmatics.

Mesh. Disorganized connectivity, comprising the spaces beneath and between the Net, and also the interlock interval between biological and technical net-components. Mesh composes a friction-generating divisional fabric - or wormhole-space - correlative to the set of demonic interzones (Pandemonium).

Mesh-Number. Binomic sequential index (OO-44) locating a demon within the Pandemonium Matrix.

Metatronics. Hierachical technology (attributed to the angel Metatron). [See Axsys].

Micropause. Subdivisional unit of technoreplicable time-lapse. When systematically abused micropause-technics produces the A-Death syndrome.

Minor (rt). Demonic rites inverse to the order of the Net-Span. Amphidemons characterized by such rites.

MMbo-Jumbo. Y2K data-devastation.

Mu. Transitional Pacific interculture providing a mainline conduit for lemurian influences into human history. Reputed origin of the Nma.

Mu-Nma. [See Nma].

MVU. Miskatonic Virtual University, distributed occult annex to MIT.

Nago. Mu-Nma dream-witch.

Nagwi. Mu-Nma dream-visit, consummating oracular rites of the Nago.

Necronomicon. The Book of Dead Names (listing those outside the Book of Life). Compendium of demonism and time-sorcery, condensed counterchronically, and in fragments. [See Pandemonium Matrix].

Nest(ing). Numogrammatic territorial envelopment, or topographic embedding. Inverse complement of Hatch(ing).

Net. Organized connective system. Zonal surface-level of the Numogram.

Net-Span. Demonic poles. The net-addresses between which a demon translocates.

Nma. (Or N'Ma). South-east asian cultural matrix, reputedly originating in the civilization of Mu, and maintaining the practices of Lemurian demonism and time sorcery, until devastated by the 1883 explosion of Krakatau. The Nma were composed of true tribes (tripartite sub-groups) Mu, Dib, and Tak, linked by a triangular cyclic kinship system. The ancient cultures of the southern chinese and of the dravidians share many features with that of the Nma, suggesting a common source (or alternative principle of convergence). [Possible etymology: *People of Nomo*].

Nomo. Megaquatic monstrosity of Mu, whose name is number. [Widely - but uncertainly - related to the Dogon *Nommo*].

Nomo-Chant. Abominable paean to Nomo, derived from the Dib-Nma, and providing - in english translation - the doctrinal basis for the Trinitarian Church of Dagon.

Numogram. (Also, Digital Labyrinth, Lemurian Time-Maze). Diagrammatization of decimal numeracy, providing the key to lemurian culture (demonism and time sorcery). The numogram consists of ten zones, interconnected by Currents and Channels.

Oecumenon. Neoroman norming-target and security architecture supporting the megasocius of terrestrial capitalism.

Old Ones. Cthulhoid collective agencies of prokaryotic insurgency and mitochondrial xenomutation, returning half a billion years after microbial Toxygenization catastrophe to redistribute the earth.

Omen. The cognitive aspect of a Rite.

Palaeopythons. [See Icthyophidia].

Palate Tectonics. Analysis of the voice as the prolonged phylogenetic impact product of the collision between the vertical spinal-axis and the

roof of the mouth.

Pandemonium . Utterminus of Cthelll (Gt-45). Comprehensive system of the demons.

Pandemonium Matrix. Listed complete demon-set of lemurian sorcery. Also, Lemuro-digital Necronomicon.

Pentazygon. Magical figuration of the Numogram Syzygies.

Phase. Set of demons with the same primary pole (initial Net-Span number).

Phase-Limit. Final demon of a phase.

Pitch. Tonal variation of a demon. One of fifteen such tones.

Plex. Region of Uttunul.

Plex Current. Differential product of the 9::0 syzygy (Uttunul).

Plutonics. Research programme (and journal) oriented to the rigorous attribution of crustal change to the thermic trauma core of the earth.

Plutonic Looping. Toponomic confusion of interior and exterior, hyperspatially interlinking Cthelll with the outer solar-system.

Poles. Each of the two Net-Span digits.

Polytics. Hybrid swarm agitation. [See Tic(k)].

Power. The operational aspect of a Rite.

Powers That Be. Magicoreligious higher-authorities acknowledged by the AOE.

Prowl. Territorial relation of a demon to a current, in which the poles of the demon include one side of a Syzygy and its Tractor zone.

Pylon. Magical staging-post. One of the five bases of the Pentazygon.

Returnity. Mystical Centience group. [See Centience].

Rite (route or routine). Ethographic subcomponent of a Demon, describing a line of passage across the Numogram. Rites partially rigidify sorcerous spirodynamism, facilitating cultural transmissability. They group by Cluster-type, subdivide laterally by segments, and bifurcate thematically into Omen and Power.

Sarkolepsy. Mesh microlapsing, whose features include psychic smearing, interface amnesia, and infinitesimalizing time-losses. [See Micropause].

Sarkontinuum. (Or Mesh-horizon). Postulate of absolute infinitesimalization that defines micropause relative to a virtual Sarkoleptic limit.

Sarkon-Zip. Abstract machine-tool for inducing convergence in bicontinual assemblages. Crucial neuroelectronic coupling device.

Secret (rite). Any rite involving one or more gates, associated with time-anomaly and enhanced sorcerous intensity.

Segment. Analytical subcomponent of a Rite, corresponding to an extensive stage of Numogram

transit.

Shadow. Territorial relation of a demon to a current, in which the poles of the demon include one side of a syzygy and the twin of its tractor zone.

Sink Current. Differential product of the 5::4syzygy (Katak).

Sorcery. Spirodynamic cosmic production.

Spinal Catastrophism. Cultural interraction with the spine as a trauma record or time marking system, providing the basis for a bio-social critique of erect body posture. ... Punctuated retrochronic voyage to the end of the river, involving ophidian transmutation and icthyomotile becomings.

Subdecadence. Vigorously suppressed variant of Decadence, with four additional cards (valued zero, and corresponding to the Chaotic Xenodemons). Subdecadence is consistently associated with the darkest of sorceries (and is known amongst decadologists as *the ultimate blasphemy.*

Surge Current. Differential product of the 8::1 syzygy (Mur Mur).

Swarmachine. Vortico-nomadic autonomously numbering assemblage, implementing an abstract cyclone as a continuously Warping molecular multiplicity, flattening space, and maximizing its Cutting-Edges.

Swarm-beats. Sonic innovation (of Bobby Diabolo) utilizing very slow metallic rasping to produce traumatic neuro-acoustic states. [See Death Garage].

Synatives. Artificial (electroneuronic) drugs.

Syzygy. Two zones in relation of zygonovic complementarity (mutually summing to nine), and feeding a Current. One of the five syzygetic demons of lemurian sorcery.

Tak-Nma. Aggressive head-hunting tribe devoted to the exaltation of Katak, and annihilated in the wake of the 1883 Krakatau catastrophe. [See Nma].

Technmesis. Artificial memory.

Techonomics. Techno-economic feedback dynamics, based on increasing returns, lock-in, acceleration to limits, and social phase-transitions.

Telecommerce. Web-traffic, or systems of nonlocal transaction.

Thanatechnics. Production of zero-sentience fugues. [See A-Death].

Tic(k). Quasiparticle of intensive multiplicity. Tics (or ticks) are intrinsically several components of autonomously numbering anorganic populations, propagating by contagion between segmentary divisions in the order of nature. Ticks - as nonqualitative differentially-decomposable counting marks - each designate a multitude comprehended as a singular variation in tic(k)-density.

Tick-Distributor. Barker's intensive quantizing machine, operating through the induction of

microcalcular populations (which count themselves in ticks). [See Tic(k)].

Tic-Systems. Consistent microstimular assemblages dismantling semiotic regimes onto a flat machinic plane. [See Tic(k)].

Time-Circuit. Central loop of the numogram. Triadic system of the syzygetic chronodemons. Strata-cycle produced by the Surge, Hold and Sink currents (numerical domain of the *I Ching.*

Time-Sorcery. Counterchronic effectuation of the Numogram, through spiral involvement with demonic distances as transmutations of time.

Toxygenization. Mass poisoning by atmospheric free oxygen.

Tractor(-Zone). Destination of a Current (numerically equivalent to the arithmetic difference of the feeding Syzygy).

Tractor-Twin. Syzygetic complement of a Tractor(-zone).

Transcendental Occurrence. Any event changing the nature of time. Conceptually investigated by the hyperkantian philosopher R. E. Templeton.

Tridentity. Primordial triplicity.

Trinitarian Church of Dagon. Discrete religious order, based in southern England, dedicated to the invocation of the Deep Ones. [See Nomo-Chant].

Tzikvik. Seminomadic neolemurian relic population inhabiting north-west Canada.

Unlife. Autopropagating transmutation on the anorganic plane. Flatline-culture.

Vault of Murmurs. Sacred cavern beneath the dream-temple of the Mu-Nma. Supposedly the site of Stillwell's discovery of the Numogram (during a visionary trance).

Venomenon. The plane of cosmic horror, associated with the nonspace of Cryptic rites.

Vermomancy. Worm-sorcery (linked to sarkonian Mesh-teemings).

Vermophobic Hysteria. Runaway worm-terror.

Virotechnics. Soft-machinic contagion.

Vivi-6. Modularized total-environment control system, involving high-levels of distributed AI meticulously slaved to Asimovian overcoding.

Warp. Region of Djynxx.

Warp Current. Differential product of the 6::3 syzygy (Djynxx).

Xenodemon. A demon of uncompromised outsideness, with both Net-Span poles designating Zones exterior to the Time-Circuit.

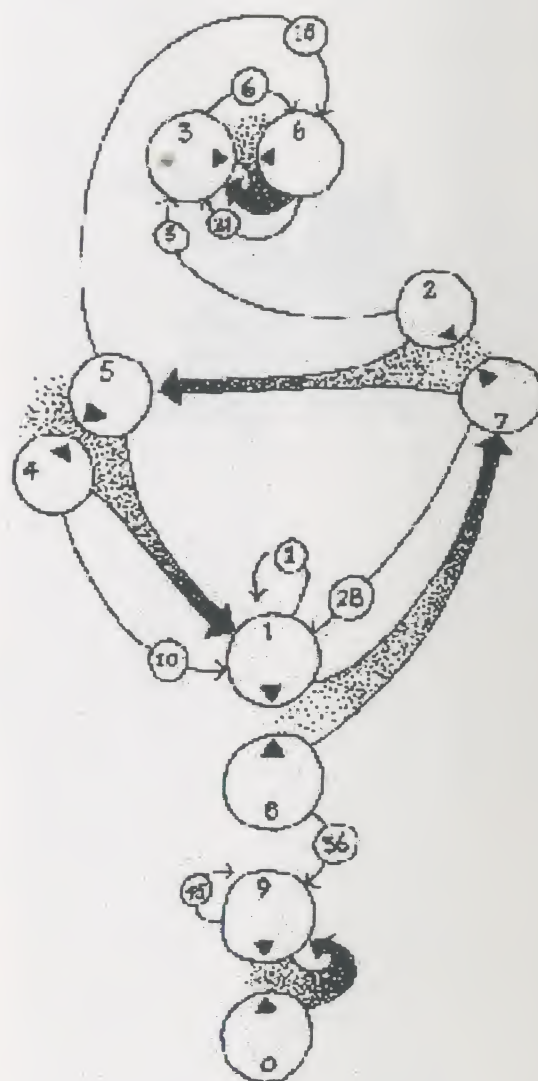**Y2 Keynesianism.** Millennium bomb countermeasure economic stimulus.

Yettuk. Hyperstitional Y2K-entity, associated with Teotwawki.

Zone. Basic decimal element of the Numogram, defined by numeral (0 - 9).

Zygonomy. Double-numbering. Especially Mesh/Net number twinning.

Zygonovism. Nine-Sorcery (9-sum combination and differentiation).

Zygotriadic Calendar. Calendar of the Nma, whose basic units are two-year periods (729 days + intercalations) divided successively into triads, so that each day within the biannual cycle is designated by a stack of sixtriplicative marks.

katasonix

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